PLAYSTATION 2 MAGAZINE

PS2

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► BALDUR'S GATE DARK ALLIANCE 2

► FORBIDDEN SIREN

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PlayStation 2

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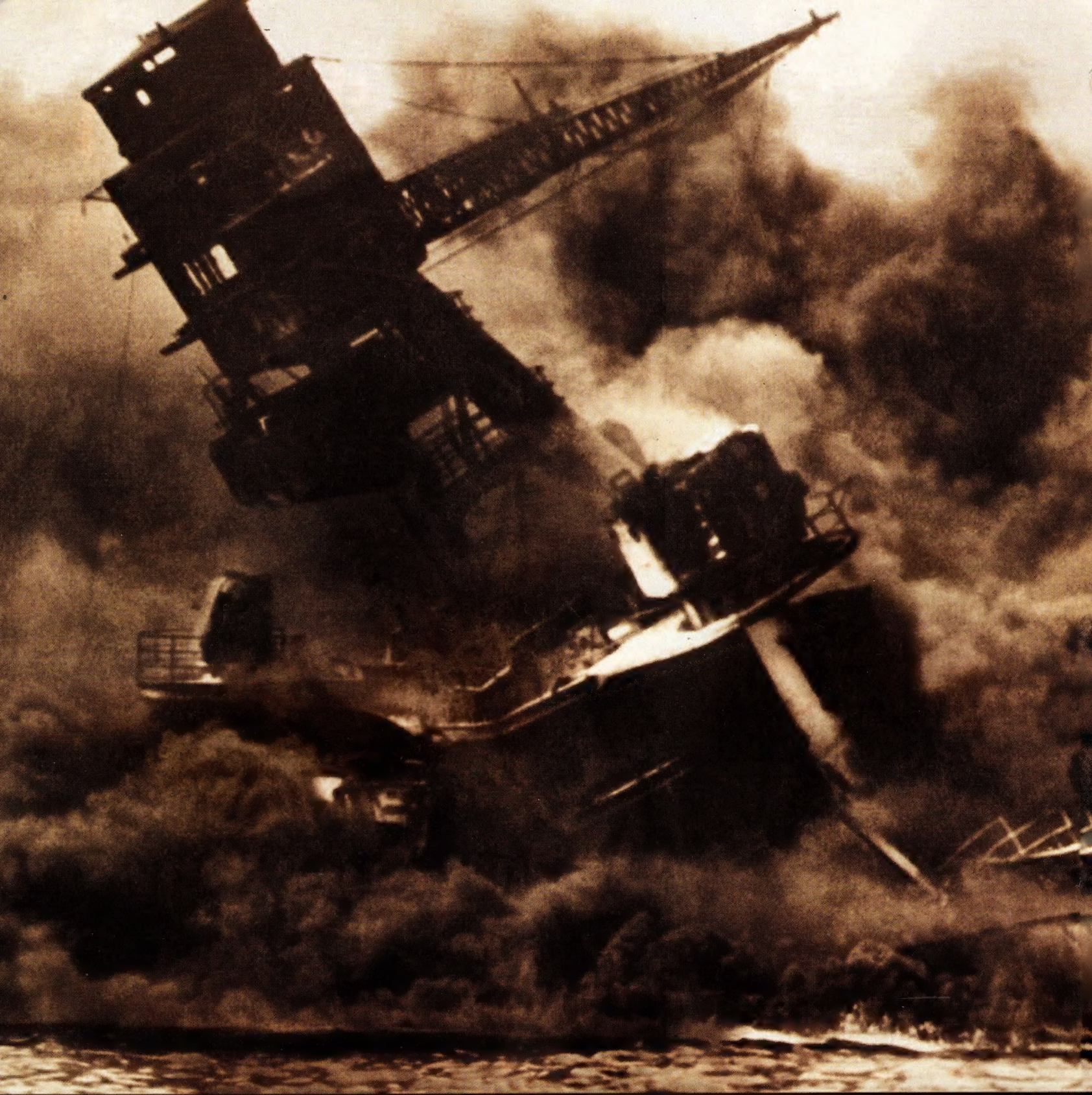

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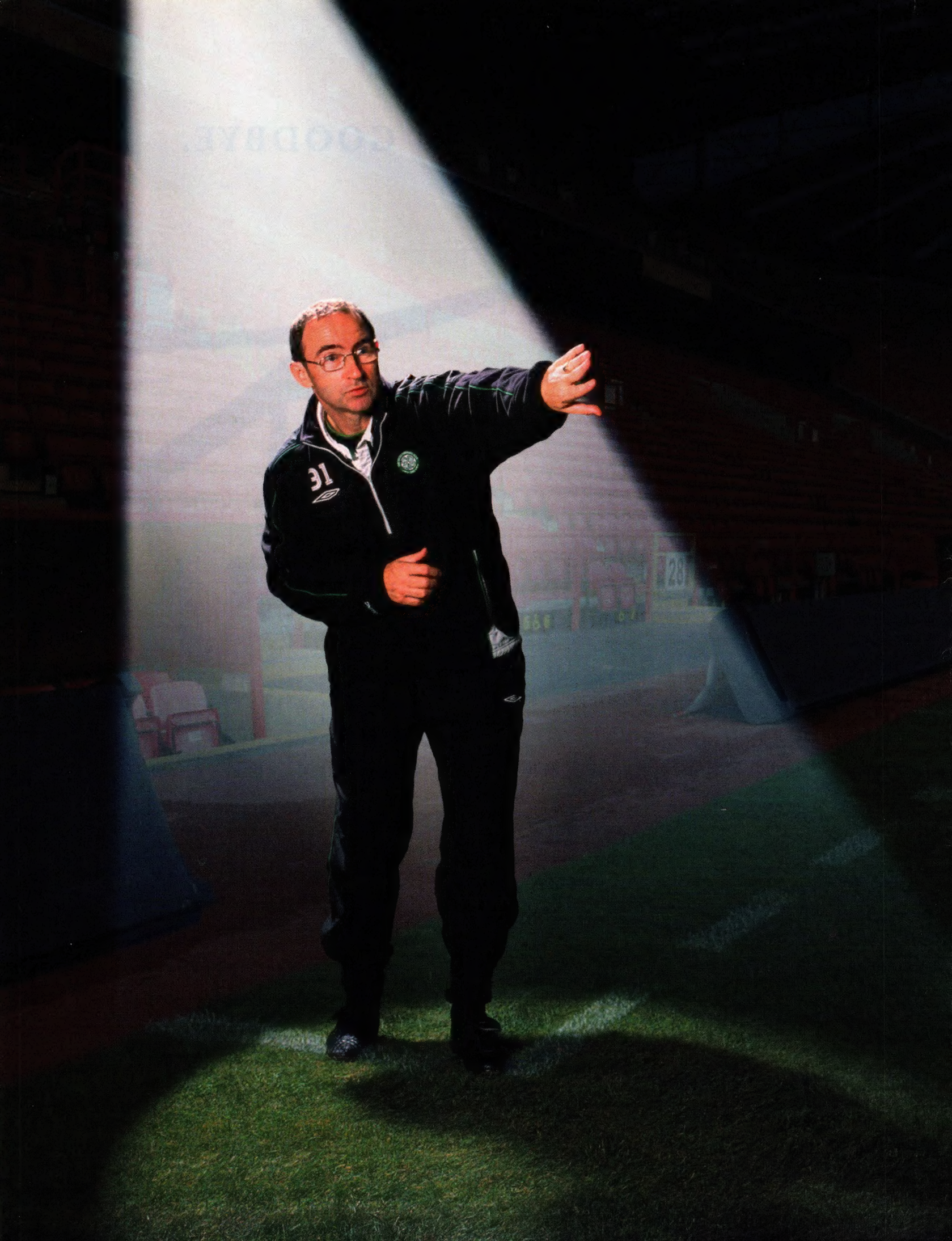

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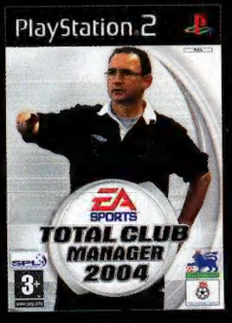

PC CD

PlayStation 2

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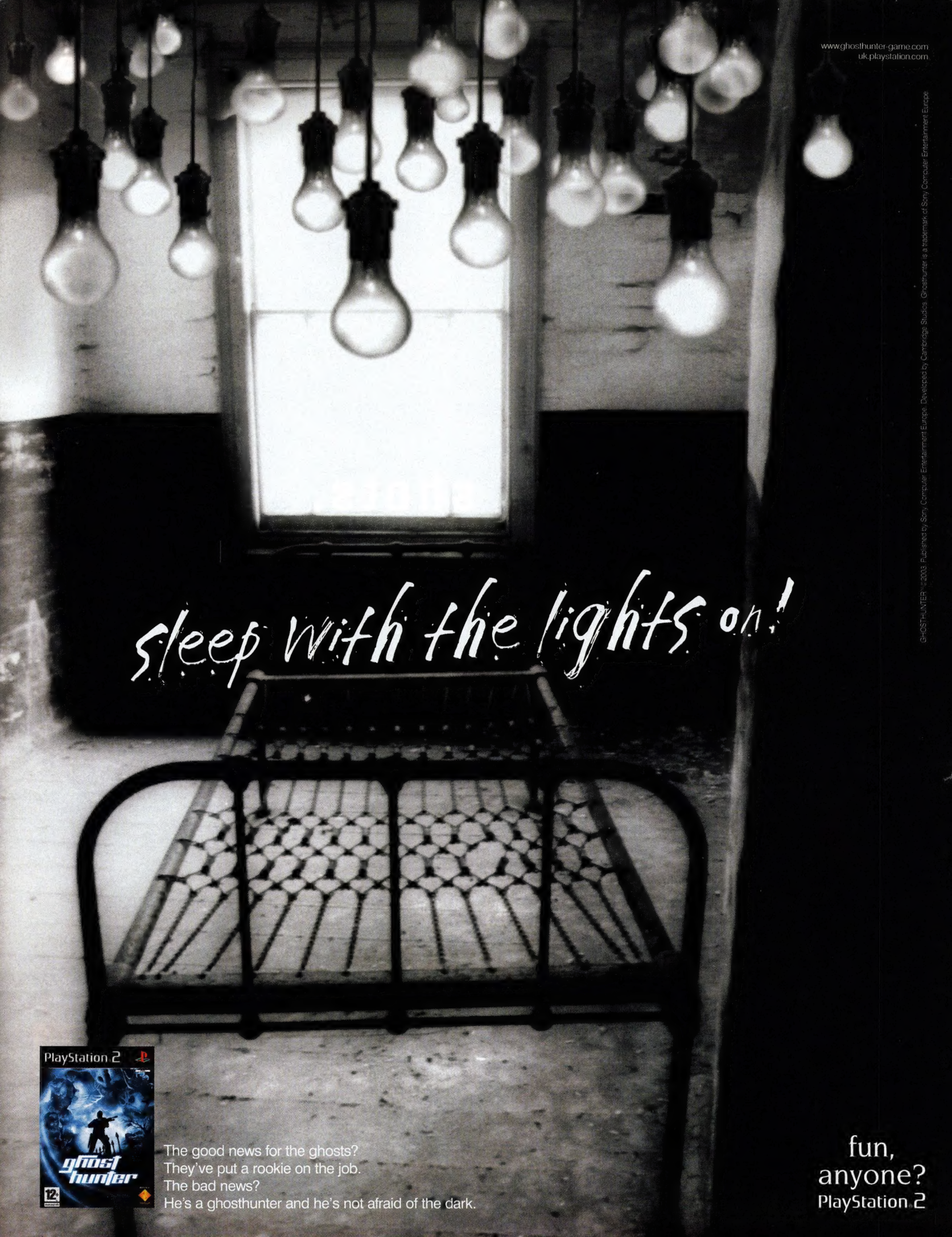
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They've put a rookie on the job.
The bad news?
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fun, anyone?
PlayStation 2

Welcome to

YOU ARE READING THE LATEST ISSUE OF PSM2. IT IS WITHOUT A DOUBT THE GREATEST MAGAZINE EVER!

PLAYSTATION2 MAGAZINE
PSM2
METAL GEAR SOLID 3
The Snake is back in our huge 16-page 2004 preview!
RATED!
HANDS-ON WITH JAMES BOND
THE BEST 50 GAMES YOU'VE NEVER PLAYED
PLUS! PS3 & PSP RUMOURS ■ COLD WINTER GTA4 ■ WIN A SURROUND SOUND SYSTEM

Noticed anything yet? No not that spot on Dan G's chin. Yes it's a new look PSM2. From this issue onwards you'll be able to enjoy the quality words and opinion that PSM2 is famous for embeded in a new eye-pleasing design. Plus we'll be doing things slightly differently...

You've told us that you love our eye for detail. You love the fact that we're the only magazine who'll kick a game's face clean off. You know we're impartial, unbiased and not in anyone's pocket. You trust us to get the job done – and to do it right.

We hear you. And that's why we'll be delivering more of the things you love. More detail. More opinion and more great games than any other mag. Plus a DVD with more footage than any so-called rival.

And we've countless new features, each aimed at bringing you that bit closer to great PS2 games. Our Accelerator section gives you the latest News. Our Hands-On reports tell you what a game is really like to play. Our Reviews speak the plain truth about the games you want to know about. And our Tips section makes you better at the games you love.

Makes sense doesn't it? Amazing that no-one else bothers. Keep it PSM2. Enjoy the mag.

ONLY PSM2 BRINGS YOU...

Accelerator:

- Always first with the biggest games
- More great new games than any other magazine
- The latest scoops, gossip and rumours that others dare not print
- No bullshit opinion

Hands-On:

- We play every game we preview
- Exclusive screenshots showing in-game action
- Exclusive opinion tells you what we really think

Reviews:

- The most indepth, most detailed reviews out there
- Waffle-free opinion buyers advice with scores you can trust
- Every level, every vehicle, every mode tried and tested
- More shots than any other mag
- Hard-hitting, butt-munch free opinion

Tips:

- We're first with the latest tips, codes and cheats
- Dedicated to making you better at games
- Expert walkthroughs with proper screenshots
- Pro Dojo challenges - the only mag with a dedicated challenge arena

DVD:

- Shows more new games than any other PS2 mag's DVD
- Opinionated commentary rather than PR voiceover
- Less CG intro footage and more game action.

PSM2 PREVIEW PROMISE

PSM2 is always first with the biggest and best games and that applies to our redesigned previews section. Every issue, you can rely on us – here's why!

- **Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.**
- **We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.**
- **PSM2 is 100% editorially independent! You get to hear what we honestly think of a game at an early stage, not what the press release says.**
- **We feature more screenshots than any other magazine.**
- **Once you've read what we think, why not see what we played – in action! The PSM2 DVD features in-game hands-on footage we've taken just for you.**
- **PSM2 – playing PS2 longer, harder, faster.**

RUMOUR OF THE MONTH: NINE-PLAYER WIRELESS PLAY ON PSP! CAN IT BE TRUE? SEE PAGE 23 FOR MORE

Conte

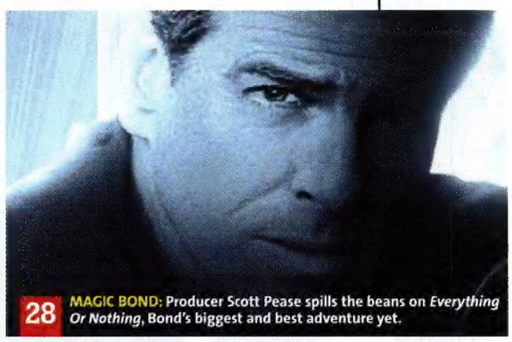
14 Criterion are Black!
First details of the *Burnout* developers brand-new, top-secret, never-before-seen game... and it's a first-person shooter!

18 Final Fantasy 12
Square's latest epic is revealed! And it all looks a bit Star Wars: Episode One to us... get the hot damn 'skinny' right here!

23 Prime Movers
Atari's *Transformers Armada* is going to be the giant robot game to end all giant robot games. Find out why on page 23...

You want more?!
OK, what about the latest on **Silent Hill 4** (p.23), **Bad Boys II** (p.22), **World Championship Rugby** (p.21), **Van Helsing** (p.21), plus **competitions galore!**

PSM2 COVER GAME!



28 MAGIC BOND: Producer Scott Pease spills the beans on *Everything Or Nothing*, Bond's biggest and best adventure yet.

"I BELIEVE THAT WE'VE GOT A 90-95% SCORING BOND GAME"

38 GOBLIN COMMANDER: The best game name ever.

34 KARAOKE STAGE: Sing! You heard us! Dammit!

WORLD EXCLUSIVE!

METAL GEAR SOLID 3 SNAKE EATER

PSM2 goes deep undercover to dish all the dirt on the hottest game of 2004!

40

THIS MONTH IN

18 ACCELERATOR
The place with the hottest PS2 stories, news from developers, insider gossip and release info.

Black 18
Final Fantasy 12 20
World Championship Rugby 21
Jeepers Creepers 2 21
Transformers Armada 22
Rolling competition 24

nts

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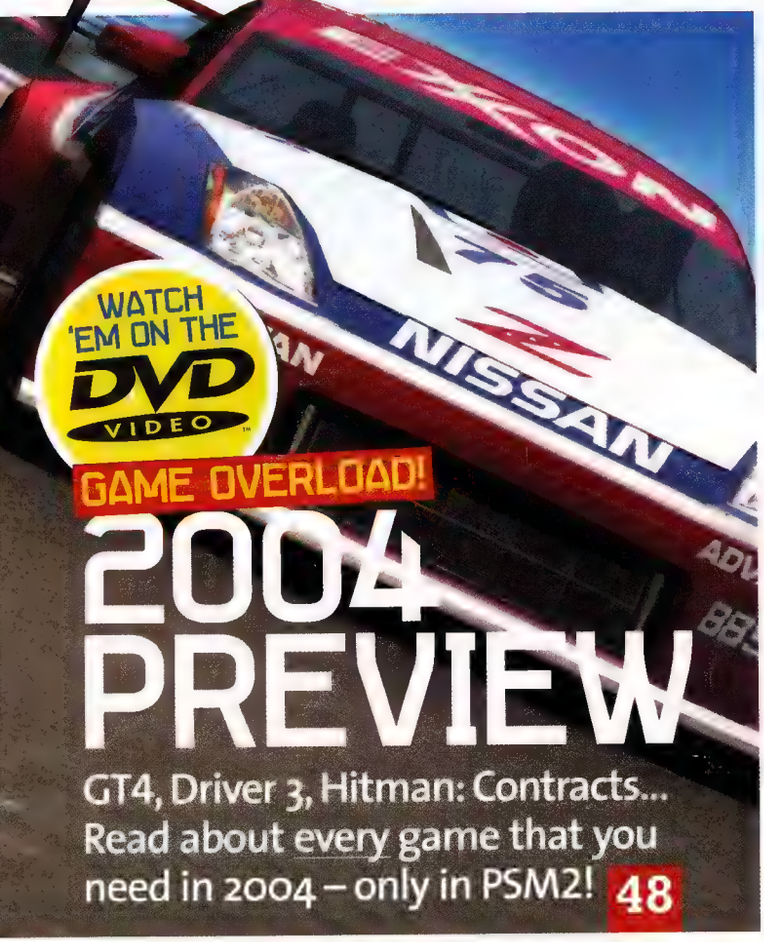
PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER



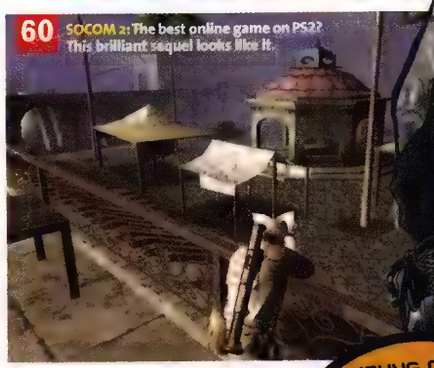
WATCH 'EM ON THE DVD VIDEO

GAME OVERLOAD!

2004 PREVIEW

GT4, Driver 3, Hitman: Contracts... Read about every game that you need in 2004 – only in PSM2! 48

72 MISSION IMPOSSIBLE: Not Tom Cruise, but who needs him anyway, eh? All-new impossibling inside.



60 SOCOM 2: The best online game on PS2? This brilliant sequel looks like it.

36 FIREFIGHTER F.D. 18: Put fires out or get horribly burned!

YOUNG ONE, WILL YOU DARE ENTER THE... DOJO

NEW LEAGUES ON PAGE 108

92 KILL.SWITCH: Kill all the switches! And terrorists! Obviously.

REVIEWED!

CASTLEVANIA: LAMENT OF INNOCENCE

Konami's fangtastic vampire slaying sim is back! Head to p.64 now!

PSM2 – THE WORLD'S BEST PLAYSTATION 2 MAG!

28 HANDS-ON

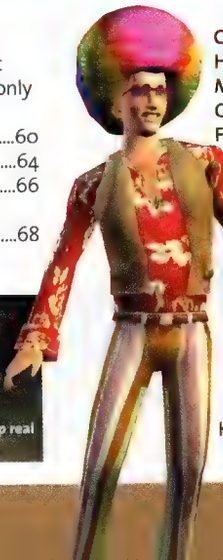
Written by gamers for gamers, we play every game we preview – guaranteed!

James Bond 007: Everything Or Nothing 28
Cold Winter 32
Karaoke Revolution 34
Firefighter F.D. 18 36
Goblin Commander 38

58 REVIEWS

PSM2 is 100% independent which is why we have the only reviews you can trust!

SOCOM US Navy SEALs 2 60
Castlevania 64
Battlestar Galactica 66
Terminator 3: Rise of the Machines 68

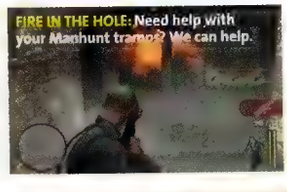


Crouching Tiger, Hidden Dragon 70
Mission Impossible: Operation Surma 72
Fame Academy 74
Roadkill 76
Whiteout 77
Curse: Eye of Isis 77
The Sims Bustin' Out 78
Harry Potter 82
Final Fantasy X-2 84
Dynasty Tactics 2 86
Batman: Rise of Sin Tzu 87
Baldur's Gate: Dark Alliance 2 88
Forbidden Siren 90
Kill.Switch 92

104 PRO TIPS

You want tips? You got 'em. Pro Tips is the only place to go if you need expert game-help!

True Crime: Streets of LA 104
NFS: Underground 105
LotR: Return of the King 105
THUG 114
Manhunt 118



On the DVD

THE BEST GAMES ■ THE BIGGEST DISC

EXCLUSIVE!

MAX PAYNE 2

Witness The Fall of Max Paynes in our exclusive trailer. It might just change your life...

PLUS

THUG GUIDE:
Our VideoGuide will show you how to master the trickiest parts of the game.

KILLZONE:
We've got the very first, top secret footage of the game in action.

THE MAKING OF PES3:
Love PES? Well you'll love our behind-the-scenes interview with the developers.

HOW TO USE YOUR DVD

MAIN MENU

After our lovely flashy intro, you'll be at the 'blue monolith' Main Menu screen. This is the start of the disc and from here there are five sections to choose from:

- Accelerator: All the latest news and rumours in one watchable TV-burst
- Coming Soon: Exclusive footage of the hits of the future
- Reviews: Ratings and scores for every new PS2 game
- Pro Tips - over 500 of latest cheats plus our Pro Dojo challenge arena
- Extras: Check out our showreel, random play and a few surprises

QUICK TIP
Orange text is the section you've chosen. Blue text is what you're about to choose!

Choose the section you want to visit by hitting ⊗. If you want to return to the Main Menu at any time while watching your DVD, just press △.

SECTION SCREEN

Moving your way around each section is easy – just click around like you would a movie DVD. We've included three main choices on each section:

- Section Menu: Move over to the menu on the left to choose a different area with up and down.
- Games: Move the blue highlight up and down the list on the right to select a game. Click again to play the video.
- Main Menu: Move your blue highlight down to the Main Menu at the bottom of the screen. Use it to quickly flip from section to section. No more going back to the start if you want to move from, say, Accelerator to Reviews.

CONTROLS

Moving around the PSM2 DVD is easy - you can use the PS2 DVD remote control or, if you're watching it on a PC or Mac, just click around with the mouse. For those of you using a Dual Shock 2, here are the controls:

THIS MONTH ON PSM2 DVD THE

ACCELERATOR

■ News and rumours from around the world

This month, we've got exclusive footage of *Max Payne 2*, the first glimpse of *Terminator 3: Redemption* and a behind-the-scenes scoop on Sony's Halo-Beater™, *Killzone*.

COMING SOON

■ All the hits of tomorrow – previewed today

Hands-On: Check out exclusive PSM2 playthroughs of upcoming smashes *Driver 3*, *James Bond 007: Everything or Nothing* and *The Sims: Bustin' Out*.
Developer Insight: The world's best videogame creators, interviewed by us for you. This month the *PES3* team explain why they're football game totally rocks.
Import Round-Up: What's a-moving and a-shaking over in the USA and Japan, This month we go hands on with current US smash *SOCOM 2: US Navy Seals*.

QUICK TIP
If you're watching Reviews, click the right analogue stick down to hear an alternative soundtrack!

IT'S ON THE DISC!

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

DVD VIDEO™

PSM2 DVD MISSION STATEMENT

Always first with the biggest games, PSM2's DVD features over two hours of exclusive game footage plus all the cheats, reviews, challenges and rumours you could ever need. Because it's made by the same people who make the magazine, the PSM2 DVD is by gamers for gamers and we reckon it's the only DVD you'll ever need. Here's why:

- PSM2 features more new games than any other magazine and that applies to our DVD as well – you'll see footage of more new games with PSM2 than any other mag, full stop.
- We're dedicated to bringing you the latest real-in-game footage we've taken, not publisher-endorsed CG intros.
- Listen to our commentaries – that's the PSM2 team talking, offering expert advice and not some hired ex-kid's TV girlie reading out a press release!
- It's your DVD – that's why we put you on it! Our Pro Dojo lets you join in, win prizes and achieve stardom. Just send in a video to get involved! (see page 108)
- We cover everything – from cult bits to blockbuster number ones to exclusive trailers no other mag can touch. If you want doggy movie trailers and waffle, go elsewhere. If you like games, welcome to PSM2.
- But it's not just videos! Our DVD has more features than any other disc out there – tips, reviews, guides, Easter eggs, reader challenges... We've got the lot.
- PSM2: Playing PS2 longer, harder, faster than any other magazine (or DVD)!

ACCELERATOR ►

KILLZONE

- WITNESS THE STUNNING MAX PAYNE 2: FALL OF MAX PAYNE
- FIRST LOOK AT TERMINATOR 3: REDEMPTION
- OGLE THE PERV-SOME LEISURE SUIT LARRY: MAGNA CUM LAUDE
- I-NINJA THWACKS LAZY PLATFORMERS INTO TOUCH

COMING SOON ►

DRIVER 3

- JAMES BOND 007 IN EVERYTHING OR NOTHING
- THE SIMS: BUSTIN' OUT
- MISSION IMPOSSIBLE: OPERATION SURMA
- TERMINATOR 3: RISE OF THE MACHINES
- BATTLESTAR GALACTICA
- FIREFIGHTER FD18
- BALDUR'S GATE: DARK ALLIANCE 2
- CROUCHING TIGER, HIDDEN DRAGON
- KYA DARK LINEAGE
- WHIPLASH
- MEGAMAN X7

REVIEWS ►

MANHUNT

- TRUE CRIME: STREETS OF LA
- NEED FOR SPEED: UNDERGROUND
- HARRY POTTER: QUIDDITCH WORLD CUP
- LORD OF THE RINGS: RETURN OF THE KING
- MEDAL OF HONOR: RISING SUN
- LEGACY OF KAIN: DEFIANCE
- TOTAL CLUB MANAGER
- WWE SMACKDOWN! HCTP
- DRAGONBALL Z: BUDOKAI 2
- CELEBRITY DEATHMATCH
- BROKEN SWORD: THE SLEEPING DRAGON
- EYE TOY: GROOVE
- GHOSTHUNTER
- DOG'S LIFE
- THE HOBBIT
- BLOODY ROAR 4
- CRASH NITRO KART
- BOMBASTIC
- ROLLING
- PRINCE OF PERSIA
- POP IDOL

PS2 TIPS ►

THUG GUIDE

- PRO TIPS: OVER 500 PS2 TIPS CARDS!
- PRO DOJO RUNS: GTA: VICE CITY PCJ PLAYGROUND + GT3 SUPER SPEEDWAY

WORLD'S BEST PLAYSTATION 2 DISC!

REVIEWS

■ Every PS2 game, reviewed and rated by our gaming experts

Recent Releases: Exclusive footage of all the latest releases, with in-game video and commentary from the PSM2 reviews squad.

PRO TIPS

■ Top tips and tricks plus reader runs

Pro Dojo: The UK's only reader challenge arena features your footage of your games.
The Experts: Every month, we feature a star performance of gaming greatness.

EXTRAS

■ Want some more? Here's where it's at

Showreel: Can't be arsed to select videos one by one? Then click here and sit back with a mug of Bovril and watch the whole disc without having to lift a finger.
Random Factor: Can't be arsed to *actually decide what it is you want to watch*? Simple, click here and let the disc magically choose something for you to watch.
Secrets: Hidden somewhere on the disc is a bonus clip. Try and find the hidden link, or just wait until next month when we'll show you where it was lurking.

LAST MONTH'S SECRET FOOTAGE

■ Do you give up? Here's where it was

Ha! Last month's footage was a showreel of people hurting themselves really badly taken from *Rolling*. Simply insert last month's disc, head over to Reviews, highlight *FIFA 2004* then press right.

QUOTE OF THE MONTH: "IN GTA4, YOU SHOULD BE ABLE TO HOLD PEOPLE HOSTAGE..."

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: PSM2@futurenet.co.uk (subject line 'Letters' f'rchrissakes!)

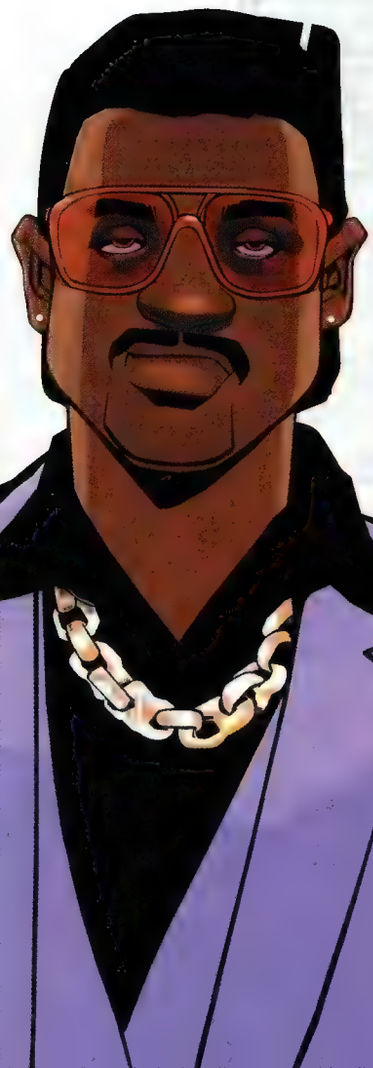
► WRITE TO: Letters, PSM2, Future Publishing Ltd, 30 Monmouth St, Bath BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets the PS2 game of their choice in return. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, we'll be sending you a free game to your door. Now – entertain us and your fellow readers. Let prattle commence!

★ STAR LETTER!

"I HAD A FEW IDEAS FOR NEW PS2 GAMES – LIKE RIK WALLER'S SUMO WRESTLING WITH BOB THE BUILDER AND ELTON JOHN AS SECRET CHARACTERS..."



► **Dear PSM2,**

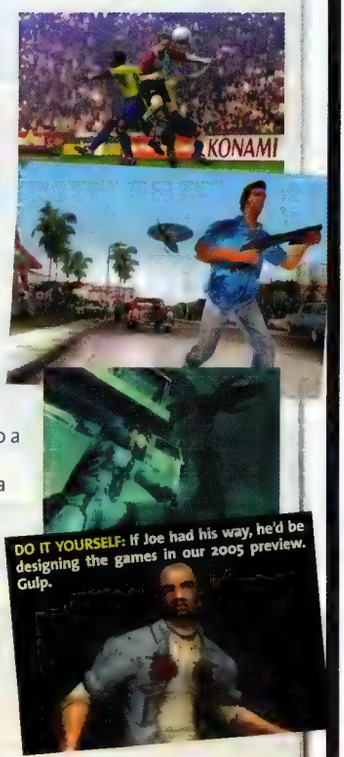
As far as I'm concerned there's only two things better than your mag and they are the PS2 and *PES3*. So if you would like to tell Dan D to wait for a minute and me and my friends will be around with our hammers to help with the destroying of 'Matt L' *(see last issue)*. "Slightly better gameplay" indeed. If *PES3* and *FIFA 2004* were game characters *Pro Evo* would be Tommy Vercetti and *FIFA* would be Largo Winch!

I had some ideas for some new games as well. Rik Waller's Pro Sumo Wrestling, (unlockable characters include Bob the Builder and Elton John), Celebrity Puddle Jumping (like that episode from Vicar of Dibley) and how about a third-person action adventure with a stealth-based espionage game as there doesn't seem to be many of them around!

I also agree that readers under the age of 18 should have their own section and that in the PSM2 Pro Dojo, you should do a chart of the best *Pro Evo* goals. *Manhunt* sounds really cool, I loved *Vice City* and *MGS2* so the gore of *Vice City* (times about a hundred) plus the sneaking of *MGS* should equal a damn-near perfect game.

Instead of doing an 'EA', in the future game developers should openly accept ideas from gamers and magazines for use in their games. If a company used all the good ideas from everyone around the world, I'm sure that they would come up with the best game ever, (apart maybe from *PES3* – let's be realistic here!)

Joe Keighley, via email



DO IT YOURSELF: If Joe had his way, he'd be designing the games in our 2005 preview. Gulp.

If that were the case, Joe, Dan V's long-held dream of an '80s hair-metal management sim would become a frightening reality. Does the world really need to hear Warrant's 'Cherry Pie' again? Does it piss.

GOT, GOT, NEED...

► I was intrigued to see that you will be able to transfer results information from *FIFA 2004* across to *Total Club Manager*. This interested me because I have often felt that you should be able to copy stats between games. For example, if you could copy your best times/scores across to a friend's memory card, you could you could compare them and give each other new targets to beat.

Similarly, characters, teams and car set-ups could be swapped for use in multiplayer games. In games such as *Tony Hawk's* and *TimeSplitters 2*, new courses and arenas could be swapped without affecting that person's saved progress. Similarly, you could take your favourite *PES/FIFA* team with you on memory card to play at your mate's home.

This could then be used as an incentive to buy the sequel to a game. Using *NFS* or *Colin McRae* as an example, you could transfer cars between games, maybe even using a cheat code to unlock them. You could then race your favourite old cars on new tracks.

I also have a crazy dream that one day you'll be able to take a car or character out of one game and into a totally different game – Dante in *Tomb Raider* or Ferrari F550 in *Gran Turismo 4* anyone?

A. Moore, Surrey

Are you Alan Moore, comic book scribe extraordinaire? Thought not.

GOIN' POSTAL

Tiny little letters, given their own tiny little section before they're ruthlessly stamped on, like sick puppies, orphans or cockroaches. Keep 'em coming...

CRIMINAL

I have recently bought *True Crime Streets of LA* and I must say it is excellent.

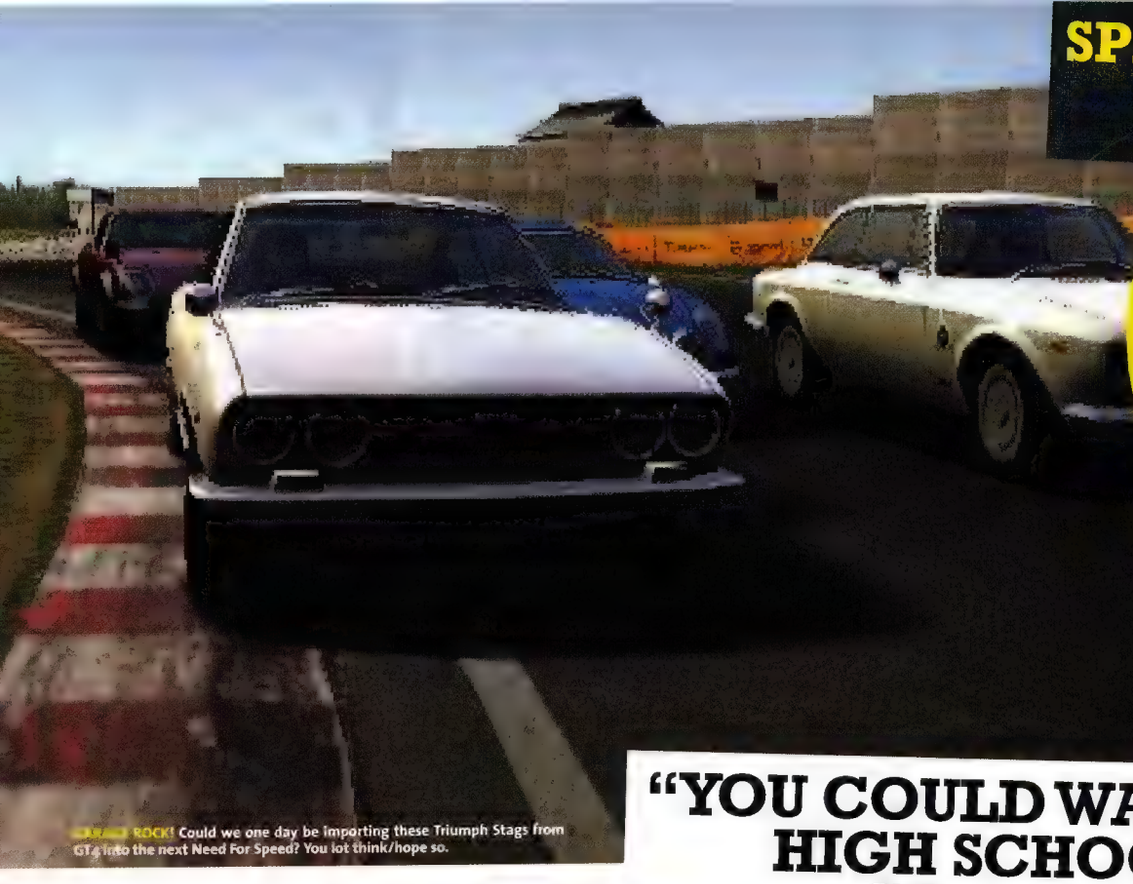
Excellent!

NUMBERS

How could you mark *SSX3* at 94%. It's the best game ever!

Perhaps we should start marking out of

SPEAK TO THE TEAM JAN 5TH 2004!



CAR-MAGEDDON ROCK! Could we one day be importing these Triumph Stags from *GT4* into the next Need For Speed? You lot think/hope so.

CALL THE PSM2 HOTLINE!

01225 788157

YES! Now YOU can SPEAK to PSM2! Call the PSM2 Hotline and leave us a message at any time, day or night! We'll print the best ones next issue! Alternatively, call us LIVE between 2pm and 5pm on Monday January 5th, when we'll be answering the phone in person! We shit you not!

"YOU COULD WANDER AROUND HIGH SCHOOLS UNDER THE COVER OF DARKNESS..."

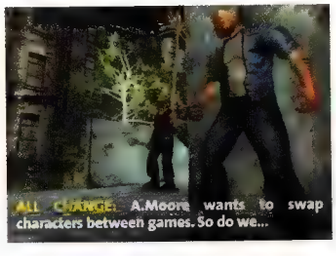
Anyway, let's hope that one day your crazy-ass dreams become crazy-ass reality. We look forward to putting Crash Bandicoot into *Manhunt* and murdering him with arse-knifings.

TOP GEAR

► As soon as I heard that *Metal gear Solid 3* would be set in a jungle, three words sprung into my mind – bow and arrow. By having this Rambo-esque piece of equipment you could kill guards silently and retrieve the ammo afterwards. Also explosive arrows could take out helicopters.

Onto another game, *GTA: San Andreas* (as it will undoubtedly be) would be good if it had an option to enter dojos and improve your fighting skills as well as learning new ones, as I am fed up of using the same moves over and over again.
Mark Jansen, Cardigan

Turn to page 42 for everything that there is to know about *MGS3*, Mark. We'd be surprised if some kind of Rambo homage didn't make it in. "Adriaaan! ADRIAAAAAN!". Or was that 'Stop! Or My Mom Will Shoot"?



ALL CHANGE! A.Moore wants to swap characters between games. So do we...

SHORT BUT SWEET

► This is an issue which several people have written about. I think short games which are easy to complete are not that bad. They're better than some games like *Stuntman* which aren't that long, just incredibly hard, so you have to spend a long time playing them. Personally I would rather play a game which is quite easy and complete it easily than spend ages playing a hard game and not having much fun, just getting annoyed.

I have just completed *Freedom Fighters* on the intermediate difficulty and it was great. The whole game worked really well, the other characters were really easy to control and it was fun but very short. This is fine as far as I'm concerned. I can go and trade it back into GAME and get a different game.
Alex Ward, via email

Good points, well made, but let's leave the old 'length/value for money' chestnut there for the time being. It's probably about time for a 'SCREW JAMES LUSH!' revival. Or not.

SCREAM TEAM

► Love your magazine. I have an idea for a game. It's based on the Scream film, where you're the killer and you pick your student or whatever and you have to kill people. But you have to try not to arouse the suspicions of your peers by staying away for too long. You would have a choice of weapons, a phone, could change

costumes at any time, and it would be as non-linear as *Vice City* in that you could wander round high schools and neighbourhoods under the cover of darkness.
Redd, Shrewsbury

Not *entirely* sure that a game where you could wander around schools (*schools!*) as a serial killer would be either comfortable to play or ever made post-Columbine. Still, whatever gets you through the day, Redd...

NICE CITY

► Back in PSM2 #41, a guy (don't remember his name) had a great idea that the next *Grand Theft Auto* game would be the ultimate PS2 gaming experience.

Three cities, online multiplayer, and a sort of greatest criminal leader board. Imagine Liberty, Vice, San Andreas all with airports and docks. The ability to go anywhere in any city, fly to Vice or sail to San Andreas – the possibilities are almost ►

NATIONAL STEALTH SERVICE: This month's cover star uses a knife but Mark Jansen wants him to use explosive arrows.

150. Like, sheesh.

MONEY

As the great Dan G and Dan D said, what can you do with £80?
John Russell, Bury St Edmunds
'Great' is going a bit far. How about 'middling'? Or 'alright'?

I BIKE IT

You should drive motorbikes, at least 15 different makes.
James MaGee, Andover
Hell, why not 16, eh? Go knock yerself out, Mr James.

SKINT

The amount of games I buy each month leaves me in load of debt, but as long as they're fun, no-one gives a shit.
Craig McDermont, Paisley
Apart from your bank manager maybe?

ADVICE

I'm not telling you guys how to do things, these are just a few suggestions you could look at.
Paul Grundy, Chester
Cheers Paul. That's a most excellent name, by the way.

SCORES

I would like to talk to talk about reviews.
Bill Smith, Doncaster
Sorry, out of space.

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

"YOU CAN TIE PEOPLE ONTO ROLLERCOASTER TRACKS, AND SHOOT THEM TO MAKE IT CRASH"

HANDS-ON: **What's going to come to PSP next Xmas? Aaron Jay wants to know.**

► Each city would have a set amount of members with literally hundreds of different servers.

The Greatest Criminal Leader board would be for the most criminal points earned. The number one on each server would be declared as Mob Boss. These bosses would then all be 'sent' to a neutral city where they battle it out for the supreme title of the ultimate *Grand Theft Auto* Guy with prizes on offer.

I think this game would be unbelievable and have a fantastic storyline – and most importantly it would have NO CHEATS.

James Desmond, Ireland.

Sweet baby Jesus! Great idea but it's, er, quite a lot of work for Rockstar.

Still, a bit of elbow grease never hurt anyone. Get to it, Houser!

BORN TO BE CHILD

► In *Grand Theft Auto 4* you should be able to kidnap children and adults and hold them hostage. There should also be a theme park where you can tie people onto the line of a rollercoaster, and shoot the tracks so the rollercoaster crashes.

Peter Viney, Norwich

What the hell is wrong with you lot? It's like some kind of psycho support group! What about a game where we all hug each other and play *Piglet's Big Game*? What's so wrong with that, eh? Sod it, shoot the pig.

GOOD KING WEN-SENSELESS

► I've noticed something that I just have to write to you about. I can't get to the point immediately, so bear with me. When games are first shown to the world, first impressions are always based on the idea behind the game. A game about The Matrix? Brilliant! A game where you pretend to be a stuntman? Class!

I'm not being sarcastic either. Those are great ideas and you can't deny it. The catch? Were the ideas implemented well? Well, yes they were. But to the limit? There's been a trend of who buy games with good ideas rather than fantastic games with slightly unoriginal ideas. It shouldn't be that way! I buy games if you give them brilliant scores. I don't restrict myself to the hyped-up good games with good ideas.

So buy fantastic games, not hyped great games. Well, that's what I try to do anyway.

Michael Brebner, Trowbridge

Sorry Mike, you didn't make a whole lot of sense there. Better luck next time.

WRITE TO PSM2 WITH: YOUR SICKEST MANHUNT FINDS FILTHIEST [illegible] COMMENTS ON OUR LOVELY NEW LOOK!

► ASK THE PSM2 ROBO-MIND

Pathetic meatlings! Your questions will not beat us. We know all! All! ALL!

© Kobal

PORTABLE PANIC

► When I first heard news of the PSP, I thought Nintendo wouldn't have a hope in hell of keeping ahead in their sales and that PSP wouldn't have any decent competition. Now I'm not so sure. The recently-released N-Gage is a phone, MP3 player and games machine in one, and after a couple of months on sale it already has an impressive roster of games such as *Red Faction*, *Tomb Raider* and *Super Monkey Ball*. Knowing this worries me as I don't know if PSP can stand up to the possibly stiff competition. So I would like to know if there's something that will leave me safe in the knowledge that Sony is saving the best for last and will obliterate all competitors.

Aaron Jay, Suffolk

PICTURE THIS

► How do I get the best picture I can out of my TV?

Alison Emery, Eastbourne

SOUNDING OFF

► Some of my games have a Dolby Pro Logic II logo on the box. I've got a Pro Logic set up. Am I getting Pro Logic II?

Mark Harman, Worcester

PSM

PLAYSTATION 2 MAGAZINE

PSM2

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Jorin 'Psychic Wasp' Sievers
Daniel 'Metal Gnu' Vincent
Adrian 'Liberal Slug' Lawton

Chris 'Sharp Penguin' Stocker

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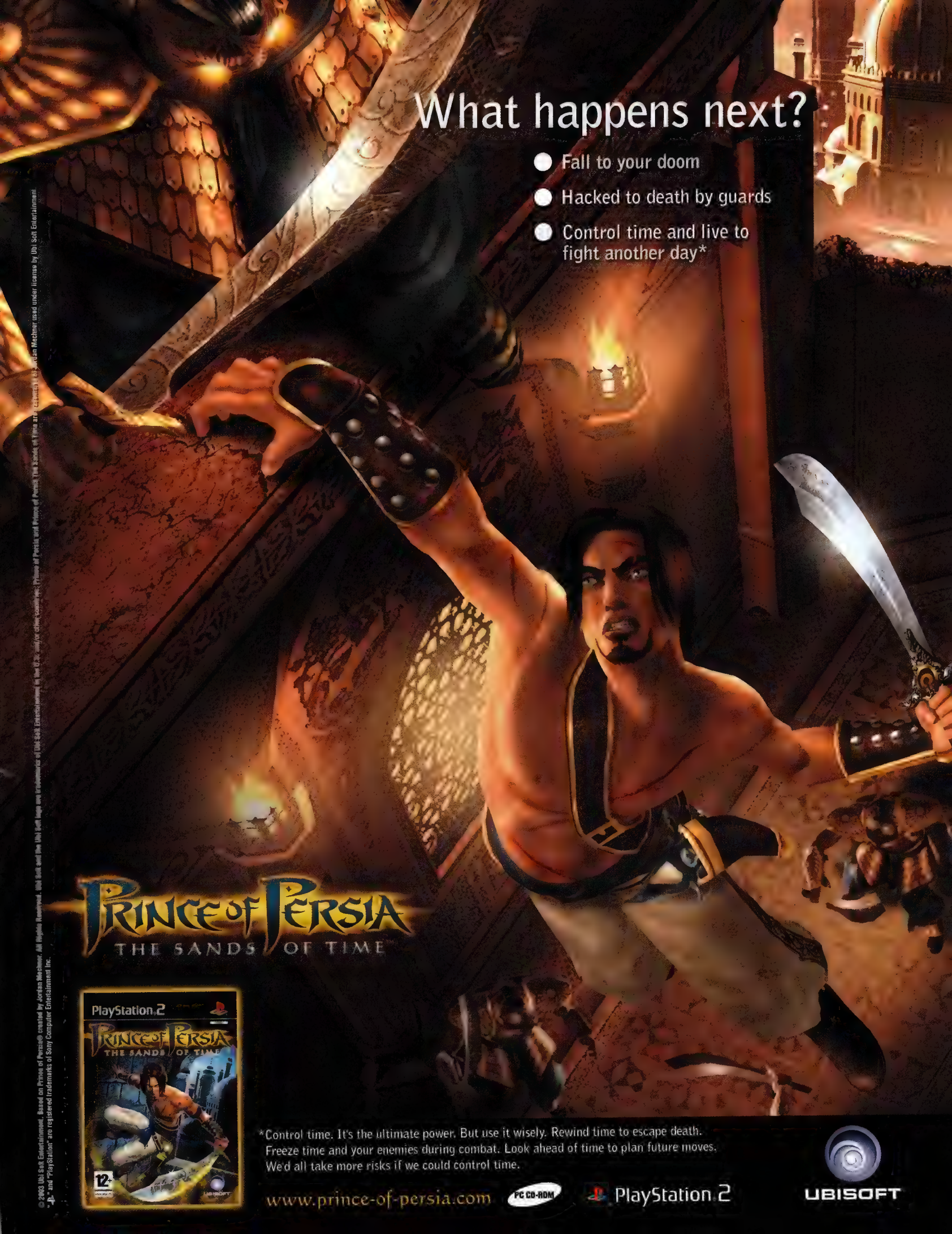

*Control time. It's the ultimate power. But use it wisely. Rewind time to escape death. Freeze time and your enemies during combat. Look ahead of time to plan future moves. We'd all take more risks if we could control time.

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PC CD-ROM

PlayStation 2

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RUMOUR OF THE MONTH: WILL JAMES SANDERLAND RETURN IN SILENT HILL 4? SEE PAGE 23 FOR MORE

Accel

20 Final Fantasy XII shocker!

Square-Enix announce their 'shocking' new direction for the legendary RPG series – now with added mini skirts and airships.

23 New Resi Film Trailer!

Sod the so-so first movie, Resident Evil Apocalypse looks better than we'd dared to dream – see the first shots. Now!

24 Pro Evo gets real names!

Japanese update of the best football game on PS2 gets more player names – find out what it means for the UK!

You want more?! Okay, what about the latest on World Championship Rugby (21), Van Helsing (21), Transformers Armada (22), and how PS3 reads your mind (21)?

erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

BLACK THE BIG GAME OF 2005 - REVEALED!

Burnout team light the fuse on PS2's most destructive shooter – the only game that lets you have fun in an empty room.

We're doing for first person shooters, what *Burnout* did for driving games", asserts Criterion's Director of Design Alex Ward. PSM2 is in Guildford, home of the UK development community, for a world exclusive look at 2005's most exciting game. "*Burnout 2*'s crashes are the tip of the iceberg", enthuses Ward, "When you fire a machine gun in *Black* it's going to look and sound like nothing else".

Criterion are tackling shooters like *Medal of Honour* (MOH) with an explosive ace in the hole. "In our game the guns are the characters", quips Lead Designer Craig Sullivan, "our dialogue is bullets and the character starts talking as soon as you pull the trigger".

Criterion don't want to create a simulation of firing a gun, but make it look and feel like a film. *Black's* shoot outs will replicate the excitement of the Minigun scene in Predator where Arnie mows down a forest, or the breathtaking robbery scene in Heat. "If I fired an MP5 now, you'd probably shit your pants", explains Ward, "I hate it when you shoot people in games and they just fade away, or hop around".

Black offers unprecedented levels of environmental destruction. "Bullets rip through people, you can shoot through doors, you can shoot windows," explains Ward, "if this room was in the game, and I fired a machine gun, the desk would get ripped to shreds, bullets would ping all over the place and possibly kill us..."

"IF I FIRED AN MP5 NOW, YOU'D SHIT YOUR PANTS"

The game's set the 'day after tomorrow' in Eastern Europe. The title alludes to unofficial Black Operations sanctioned by governments. You play a retired US agent, called upon to rescue two old friends from a mysterious captor. As the plot unfolds, you'll uncover a conspiracy led by a formidable *U.S.* foe.

We were treated to a movie-style teaser trailer, cut from clips of popular action movies. While we can't reference films directly for copyright reasons, we saw cities being shelled, soldiers rising from murky waters, tanks storming through streets, and close-range gun battles in shattered ruins. Your character will be aided by skilled allies, who move independently, chatter and provide cover. This isn't a squad-based game like *Conflict Desert Storm*, your allies exist only to heighten the emotion. In one scene, a 'spotter' will call out live targets as you blindly shoot your way to safety.

"If we can't show you something as good as that trailer, then we've failed", promises Ward, "like *MOH*, the game will start with a bang, a *big* bang, and then we'll let off an A bomb...".

PSM RECKONS *Black detonates in late 2005 and PSM2 is counting the seconds...*

HALO-BEATER? PSM2 DOES IT AGAIN...

Way back in PSM2#21, we brought you first details of *Black*, coining the 'Halo-beater' tag now favoured by internet forum users to describe any game which looks a little bit like Xbox's famous FPS. In the same issue we correctly cited *Goldeneye*, *MOH* and *Halo* as *Black's* influences. Go us! Wooo! Erm...

NEWS FROM THE PS2 U
Right, let's put those Halo-killer rumours to bed. Criterion are working on an FPS, though its format is yet to be officially established. Intriguingly, it won't be their next project after Burnout 2 – the studio have another driving game in the works, which places the emphasis on shortcuts. We're expecting a free-form city racer in the vague style of GTA3 – but you didn't read it here, right? Interestingly, Criterion do seem to think that Xbox killer-app Halo is possible on PS2 – and judging by their efforts on Burnout 2, we're inclined to agree. How hi-res?
RELIABILITY 8/10
PSM2 RECKONS
LIVE AND DIRECT FROM AROUND THE GLOBE

THREE BIG REASONS TO LOVE CRITERION:

Criterion are responsible for *Burnout 2* (91%), the most exciting racer on PS2, plus the technically superb *Airblade* (77%). The company are (un)arguably the most technically accomplished developer in the world, with the biggest R&D department outside Sony Japan. Criterion make 'Renderware', a powerful graphics package that allows developers to use some of Criterion's game knowhow. That's why, when Alex Ward tells us "*Black* will look better than the best XBox games", we get very excited...

BURNOUT 2
We described the original as, "a ram-jammed, brain scrambling eye-shag" and the sequel was even faster. The most exhilarating and beautiful racer on PS2.

GRAND THEFT AUTO 3
This PS2 legend used Renderware to cope with the unprecedented 3D world while Rockstar got on with designing the most liberating game in history.

PRO EVOLUTION SOCCER 2
The first *PES* game to outsell *FIFA*, and the first to use Criterion's Renderware to handle the silky smooth visuals. Mere co-incidence? We think not.

FINAL FANTASY 12

Square Enix revolutionise role playing games with short skirts, lashings of brown and the "other love".

"The characters were designed from back to front," quips Designer Akihiko Yoshida, pointing to Ashe's breathtakingly tight mini skirt. And thereby her ass. As the crowd bristles to attention, Yoshida explains the relevance to *Final Fantasy XII's* 'shocking' new gameplay system – the characters have been designed to work in real time first and CGI movies second.

FEATHER LACKLEAR: The heavily armoured judges will be riding around on Chocobos.

PSM2 is in Tokyo for the world premiere of *FFXII*, and while not *entirely* blown away by the brief teaser trailer, the in-game footage suggests a daring new direction for the 50 million-selling series. The developers hint at a moral story with non-linear progression, dealing with race and social class issues.

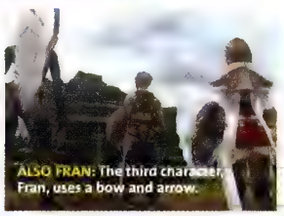
The game will be set in Ivalice, the world from Gameboy's *Final Fantasy Tactics*, but in a different time scale. The Judges – who acted as independent referees in *Tactics* – will return, but as the powerful main villains. The art style has been influenced by Mediterranian, Arabic and Turkish architecture, leading to a distinct "tea brown' colour scheme.

The story focuses on 17-year-old Vaan, who longs to be an air pirate and avenge his family's murder by the Arcadia Empire. Heroine, Ashe (right), is princess of Damaska Kingdom, whose father was also killed by the Empire, leading to an inevitable crossing of paths.

Will they fall in love? "It may not be just love between the two," hints Yoshida, "it may be other love". Clue: the *FF* team are Star Wars fans...

PSM RECKONS Expect an in-depth report on *FFXII* next issue, but – HUGE spoiler ahead – if Vaan and Ashe aren't brother and sister we'll be amazed.

SCENE, NOT HEARD: The game uses less polygons, but better looking effects.


ALSO FRAN: The third character, Fran, uses a bow and arrow.

BOW, BOW, BOW: Airships will play a big role – another huge gameplay hint.

"IN-GAME FOOTAGE HINTS AT A DARING NEW DIRECTION FOR THE SERIES"

SCRUM AND RAISING: The rules will be ruthlessly observed – so no plum tickling.

KIWI HERMAN: Players will have realistically modelled body dimensions.

SCRUM BANDITS!

World Championship Rugby – Acclaim's latest touches down for the world cu... oops, too late.

LINE OF FIRE: Line outs will be a test of skill and timing.

With timing so poor it'd force Jonny Wilkinson to shank one under the posts, Acclaim are releasing a rugby game – four whole months after England scooped late glory in the Rugby World Cup.

Yes, that's right. Only 120 or so days – 2160 consecutive games of rugger – after Wilko's geometry-defying wonder boot landed England the Webb Ellis trophy, fuelling a blaze of national triumphalism (unless you're, erm, Scottish, Welsh, Irish or simply don't care), Acclaim are hoping to cash in with potentially the best videogame conversion *ever* of a sport that everyone will have probably already forgotten about.

On the bright side, *World Championship Rugby* is being developed by UK-based Swordfish studios, the fellers behind the brilliant *Jonah Lomu Rugby* on PSone. With over 400 motion-captured moves, 20 teams from the 2003 World Cup plus progressive pitch degradation and player muddying, this could still be top of the props.

GROUND WORK: We're promised crunching collisions, relative to player body weights.

PSM RECKONS *Our money's on this being the best rugger game ever, but whether sufficient people will care, or haven't already bought EA's timely but so-so* Rugby 2004, *is open to question. Shame.*

"DEVELOPED BY THE FELLERS BEHIND THE BRILLIANT JONAH LOMU RUGBY ON PSONE"

WIN! SURROUND SOUND HEAVEN

Scoop the mother of all sound systems with **Jeepers Creepers 2.**

Horror films, eh? Great stuff. Much more fun than *actually* being hunted down and horribly murdered by serial killers with giant machetes and razor-fingered gloves. But why get yourself butchered in real life when you can watch it all on your telly instead? It's just *common sense*, people.

And speaking of horror films – aha! – Jeepers Creepers 2 is out on DVD and VHS on January 19th and to celebrate the fact that we can ring in the new year with enough blood and guts to make one of Dan G's Traditional Northern Hotpots, we've teamed up with Pathe Distribution Ltd for some hot compo action. One of you lucky monkeys can win a state-of-the-art JVC TH-A55 Surround Sound system and a copy of the DVD. Five runners-up get a copy of the film. To be in with a chance, simply answer the following question correctly:

Which cinematic legend is the Executive Producer of the original Jeepers Creeper movie?

A) Francis Jeffers
B) Sir Francis Drake
C) Francis Ford Coppola

Answers on a postcard to: "Where'd you get those peepers?". PSM2 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Entries must reach us before the end of January. Geddit?

Accelerator extra

The news we tried to hide by making it really, really small

VAN HELSING

Vampire hunter Hugh Jackman takes on Nosferatu, Wolf Man and Frankenstein's monster in Vivendi's *DMC*-inspired movie adaptation.

THE BARD'S TALE

First released on Apple II in 1985, the legendary RPG series returns courtesy of Acclaim with original creator Brian Fargo promising a truly innovative action RPG experience.

RISK GLOBAL DOMINATION

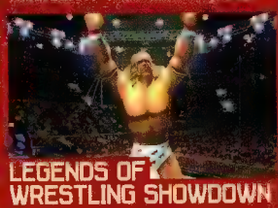
Atari's conversion of the legendary strategy boardgame features real time digitised battles, but – honestly – what next? Trivial Pursuit with comedy digital extras?

TRIVIAL PURSUIT UNHINGED

Atari's conversion of the legendary trivia boardgame features comedy digital extras, like Unhinged mode, where players can steal wedges and place bets on questions.

PUYO POP FEVER

Sega's puzzler combines 2D and 3D graphics, with a new Fever mode letting you create chain reactions to shatter your opponent. Confused? Think *Bust-A-°Move* with Jelly Tots.



LEGENDS OF WRESTLING SHOWDOWN

Reworked from the ground up, Acclaim's grappler introduces the Ultimate Warrior, plus 'Ready to Brawl' Arcade controls and a feud-driven Career mode. More soon...

Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

BUSTA PRIMES: Boss battles take place over a 8km square playzone.

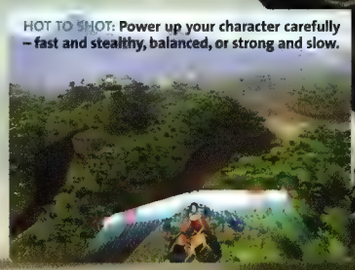
OPTIMUS PRIMED FOR PS2 ACTION

Atari's Transformers Armada... Best. Robot. Game. Ever!

The Autobots and Decepticons can't die. That's the crippling condition laid down by toy manufacturers Hasbro to developers Melbourne House. Solution? Invent a new race of robots – the Decepticlones – and blast 'em to pieces.

In Atari's graphically-staggering adventure, you'll switch between Autobots Hot Shot, Red Alert and – yes – Optimus Prime in pursuit of the Mini-Cons. These small robots give the Transformers special abilities such as glider wings, invisibility, heat vision and sniper ability in over 29,000 different combinations. No multi-player action, but you'll battle over eight huuuge environments – from the Amazon to the Arctic – as robot or a vehicle.

PSM RECKONS *With visuals suggestive of – no shit –* Halo, *plus breathtaking, fluid transfomations we're hugely optimistic.*

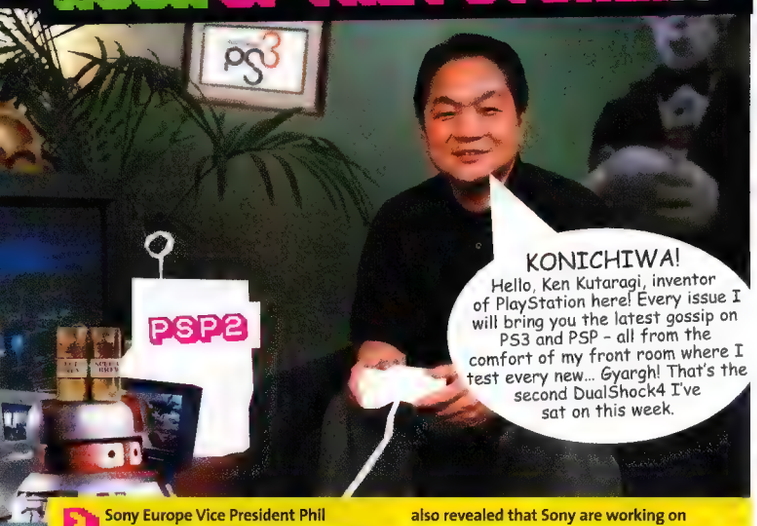


HOT TO SHOT: Power up your character carefully – fast and stealthy, balanced, or strong and slow.

Hello, I'm a widget, and was recently **voted the greatest innovation of the past 40 years** in a poll by leading **technology mag T3,** with **videogames floudering in 8th,** behind email (2nd), mobile phones (3rd), cloning (4th) and contact lenses (6th). **Who's laughing now, eh, *Rez*?**

PS3 AND PSP NEWS FROM...

KEN KUTARAGI'S FRONT ROOM OF THE FUTURE!


PS3
PSP2
KONICHIWA!
Hello, Ken Kutaragi, inventor of PlayStation here! Every issue I will bring you the latest gossip on PS3 and PSP – all from the comfort of my front room where I test every new... Gyargh! That's the second DualShock4 I've sat on this week.

Sony Europe Vice President Phil Harrison claims PS3 will incorporate revolutionary motion sensor technology. "Eye Toy was just a signpost for things in the future", revealed Phil in a recent interview with the Australian Financial Review.

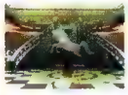
High-resolution, low-cost video cameras will let PS3, "extrapolate eye movement and gestural recogition, plus more complicated finger movement", allowing it to gauge the users emotional state from their facial expression. Harrison also revealed that Sony are working on Minority Report-style menu systems that users can navigate with their hands.

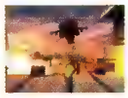
PSP will offer nine player wi-fi (no wires) network gaming, according to a leading middleware provider. Your PSP will buzz to alert you of other users when, say, you get on the train or bus. PSP *will* be as powerful as PS2 reveals the same source. Naturally, I knew all this three years ago, but join me for more PS3/PSP facts next month. Lest we forget... Sony is always beside you!

WILD WILD VEST: Expect Empire's game in early

BIG WILLY STYLE!

Whacha gonna do? It's Bad Boys 2...





"Put the gun down and give me a pack of tropical fruit bubblelicious", is the only bit we remember from Bad Boys, which, spookily enough, sums up the largely inferior sequel. Minus the funny bit about the bubblegum.

In Empire's PS2 game, *Bad Boys* Mike Lowry (Will Smith) and Marcus Burnett (Martin Lawrence) get to handle an *awful* lot of guns, including pistols, shotguns, machine guns and sniper rifles, as they explore 13 levels solving crimes. With bullets. Expect destructible scenery, choreographed set pieces and the ability to switch between characters, providing covering fire.

The early screens look promising, but without the tongue-in-cheek humour of the first film, this may resemble a pared down True Crime.

CORPSE IN THE ACT: The trailer begins like a commercial for wrinkle cream, promoting a secret T-Cell formula that brings dead cells to life. Suddenly, the camera zooms in on the unfortunate side-effects, soaring through the victim's eye and over the ravaged city where it focuses on Milla pumping a shotgun. C'mon!

NEW RESI MOVIE: NOT SHIT SHOCK!

Resident Evil Apocalypse trailer makes us stupidly excited, if less inclined to buy grooming products...

If you thought seeing that feller being diced into OXO cubes by a laser grid in the first Resident Evil movie was shocking, get this. The teaser trailer for the sequel – directed by Paul 'Mortal Kombat' Anderson – *actually* looks good. Spookier yet, Milla Jovovich returns to battle the ultimate villain, Nemesis, armed with – we don't remember this from the game – super powers?!

Yup, turns out Alice (Milla) was experimented on at the end of the first film, giving her super human strength, senses and dexterity. She'll need it, though, since General Cain has reopened the Hive, infecting Raccoon City with the T-Virus. Treble-doh! Alice teams up with disgraced S.T.A.R.S. agent, and major game celeb Jill Valentine (played by Sienna Guillory) to fight thousands of rampaging zombies and flee the city.

Worse news; they'll be up against the mutated Matt Addison (the only other survivor from the first film) who's turned into the seemingly indestructabe Nemesis.

It's all reasonably faithful to the PSone *Resident Evil* games, with the Nemesis pursuing a mysterious hidden agenda.

PSM RECKONS *The trailer looks ace, Jill's costume is spot on, and provided Milla doesn't start flying, we're cautiously jubilant...*

©Rex features

SILENT HILL 4

SH2 star to return. Game set in room. Scary.

James Sanderland, the troubled anti-hero of *Silent Hill 2*, is set to return in *Silent Hill: The Room*. The new title for *Silent Hill 4* was registered by Konami US in early November and hints that the series may be returning to its claustrophobic roots.

Details are scarce, but Konami insiders have revealed that Sanderland will return. Speculating sensibly, the story may be linked to – spoilers ahead – the climactic room in *SH2* where James watches the video and shockingly discovers that he murdered his terminally ill wife.

One thing's for certain, singer and voice actor Donna Burke (who played Claudia in *Silent Hill 3*) will be returning, possibly as a different character. After the action-heavy *Silent Hill 3*, we'd welcome the return to a darker psycholgical narrative.

Expect Silent Hill: The Room to debut in Japan in late 2004.

KAZ HIRAI'S ALL-SEEING EYE!*

Hello, I'm Kaz Hirai, CEO of Sony America. I'm famous for holding aloft the Network Adapter at E3 for three years and proclaiming it to be the best thing ever. So you can imagine my delight when it was released two years late and six people bought it. On the bright side, I've been 'connected' to the future. It's, er, something to do with holding the Adapter. Which connects to things. Like the future. And, no, I won't be dishing out those winning lottery numbers. Honestly.

ACTIVISION STEEL UP FOR IRON MAN

Developers Z-Axis, the team behind *Dave Mirra Freestyle BMX* and *Aggressive Inline*, are working on two Marvel Comics games for Activision, based on the X-Men and Iron Man licences. The news follows Iron Man's recent appearance as a secret character in *THUG*, developed by fellow extreme sports veterans Neversoft.

50 CENT GTA GAME: RUMOURS INTENSIFY

After revealing that 50 Cent will record a tune for the next *Grand Theft Auto* game in PSM2#41, the rapper has let slip some teasing new details during an interview on San Francisco radio station KMEL. 50 claimed that he would feature in a *"Grand Theft Auto-style"* action game with fellow Aftermath artists Eminem and Dr Dre, plus members of his group G-Unit. This news ties in with a recent lawsuit filed against Eminem by developers Conspiracy Games, who were believed to be working on a game with Mr Slim Shady. Furthermore, the website name GTA4.com was recently registered by Rockstar boss Sam Houser. *GTA4* set in the present day with a gangster rap theme? The rumblings are ominous...

EGGY SPECTRUM STAR CRACKS PS2

Egg-shaped Spectrum 48k 'legend' Dizzy is set to return courtesy of developers Blitz Games. Well, er, perhaps. There's a teaser trailer for *Dizzy: Prince of the YolkFolk* on www.fantasticdizzy.com, showing our protein-rich pal sprinting along rope bridges like Indiana Jones. With all due respect, we're hoping this is a mistake. And, for the record, Codemasters are set to publish it.

(*) The column that really should be known as Rumours.

WIN ALL THIS STUFF

WIN! SKATES, DUDS AND GAMES!

Plus a personal MP3 player, DTS Surround Sound speakers, T Shirts, hoodies and games. All thanks to Rolling!

In a perfect world the automobile would be needless and herds of the metal beasts would be consigned to oblivion as people embrace sexy new forms of transport.

Like inline skating! Truly, it's a cheap, environmentally friendly mode of personal-movement and offers the added bonus of being able to pull off 'fly tricks' with which to impress the society ladies out for a promenade. See their hands excitedly twitch in their muffs as you one-footed unity grind alongside them, a roguish glint in your eye and hat cocked at a jaunty angle. Inline

skates are verily the sexiest wheeled boot known to mankind.

So, in honour of SCi's *Rolling* – the premier game of the sport – we've got a wacking great ill compo:

1st Prize:
A copy of *Rolling*.
Creative Labs Movo MP3 player.
Creative Labs GD580 Dolby Digital / DTS 5.1 Surround Sound speakers.
Razor Genesys 2 Pro Skates.
Able Icon/Esoteric Robot hooded top.
3 x Able/Esoteric T-Shirts.

2nd Prize:
A copy of *Rolling*.
Able Icon hooded top + Able T-Shirt

3rd Prize:
A copy of *Rolling*.
Able Icon hooded top.
Able T-Shirt.

And five runners up each get an Able T-Shirt.

Not a bad haul, eh? Check out **www.europe.creative.com** for more info on the top-notch ear-pleasing kit on offer. It's da bomb.

Ah, yes, the question:

Which of the following CANNOT be rolled?

A) A Cigarette.
B) A Football.
C) A Heavy Square Horse

Answers on a postcard to: Grind, Sealed, Delivered! PSM2 Magazine, Future Publishing, 30 Monmouth St, Bath, BA1 2BW. No multiple entries and closing date end of Jan 2004, ta.

CREATIVE®

WAYNE ATTRACTION: The spotty genius will be a starting player in WE7 International. Result.

OVER THE ROON!

It's PES3 with real player names! Almost...

Short of typing in the Belgian squad – including third choice goalie Francky Vandendriessche – from a 95-page player guide solicited from the interweb, you'll never get accurate player names in *Pro Evolution Soccer 3*. Well, not until the Japanese release of *Winning Eleven 7 International*.

Yes, on the 29th of February 2004 you'll be able to buy an updated Japanese version of *PES3*, with even more real player names, plus improved animation and the 2003/2004 team data complete to the January transfer window. Better yet, the game offers English, Italian, French, Spanish and German multilingual support, making it an essential purchase for any self-respecting European import gamer with a chipped PS2. But...

The game's unlikely to get an official UK release, but proves that Konami are committed to improving their licencing, a great sign for PES4.

dance on the sofa, on the rug, on the mantelpiece and on the telly.

With EyeToy Groove, one of the two new EyeToy games, you can shake your booty along to the likes of Madonna, the Sugababes and Fatboy Slim. So get yourself moving. EyeToy USB camera required. www.eyetoy.com

EyeToy Play

EyeToy Groove

fun, anyone?

PlayStation.2

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Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

ZONE OF THE SPENDERS

The festive season is nearly over. The hits have hit and the New Year beckons like an ageing prostitute. It can only be... January!

Game of the month | Game of the week | For fans of the genre | Multi-player | Release may slip | Avoid at all costs

DECEMBER 19TH

Super Rugby League – HES
£39.99 To be reviewed

Total Club Manager – EA
£39.99 Review Score – 67%

Premier Manager 2003-2004 – Zoo
£39.99 To be reviewed

Battlestar Galactica – Vivendi
£15.00 Review Score – 59%

Harry Potter and the Philosophers Stone – EA
£39.99 Review Score – 55%

Fallout: Brotherhood of Steel – Vivendi
£39.99 To be reviewed

The Sims: Bustin' Out – EA
£39.99 Review Score – 79%

DECEMBER 26TH

Red Faction 2 Platinum – THQ
£39.99 Review Score – 85%

Virtua Tennis 2 Budget – Acclaim
£39.99 Review Score – 88%

JANUARY 17TH

Mafia – Take 2
£39.99 To be reviewed

GTC Africa – Xplosiv
£14.99 Review Score – 74%

Big Mutha Truckers – Xplosiv
£39.99 Review Score – 82%

XC Helicopter – Xplosiv
£39.99 To be reviewed

Legends of Wrestling 2 Budget – Acclaim
£17.99 Review Score – 68%

JANUARY 24TH

£34.99 Review Score – 79%

£34.99 To be reviewed

£39.99 To be reviewed

£34.99 To be reviewed

£33.99 To be reviewed

FEBRUARY 6TH

Baldur's Gate Dark Alliance 2 – Vivendi
£34.99 Review Score – 88%

Urban Freestyle Soccer – Acclaim
£26.99 To be reviewed

Ghost Recon Jungle Storm – Ubisoft
£26.99 To be reviewed

Rogue Ops – Kemco
£39.99 To be reviewed

Carmen San Diego – BAM
£26.99 To be reviewed

FEBRUARY 13TH

Final Fantasy X-2 – EA
£39.99 Review Score – 85%

Maximo Vs. The Army of Zin
£34.99 Review Score – 81%

Whiplash – Eidos
£34.99 To be reviewed

Sonic Heroes – Sega
£34.99 To be reviewed

Bad Boys 2 – Empire
£34.99 To be reviewed

Risk Global Domination – Atari
£34.99 To be reviewed

James Bond 007: Everything or Nothing – EA
£34.99 To be reviewed

TOP 40 PS2 CHART

Your DEFINITIVE guide to the PS2 universe

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	1	FIFA 2004: Developer: EA Publisher: EA	86%
2	-	NEED FOR SPEED: UNDERGROUND Developer: EA Publisher: EA	86%
3	-	LORD OF THE RINGS: ROTK Developer: EA Publisher: EA	84%
4	-	TRUE CRIME: STREETS OF LA Developer: Luxoflux Publisher: Activision	74%
5	-	TONY HAWK'S UNDERGROUND Developer: Neversoft Publisher: Activision	92%
6	-	WWE SMACKDOWN! HCTP Developer: Yuke's Publisher: THQ	88%
7	-	THE SIMPSONS: HIT AND RUN Developer: Vivendi Publisher: Vivendi	77%
8	-	HARRY POTTER: QUIDDITCH Developer: EA Publisher: EA	65%
9	-	MANHUNT Developer: Rockstar Publisher: Rockstar	91%
10	2	PRO EVOLUTION SOCCER 3 Developer: KCETokyo Publisher: Konami	96%
11	4	EYE TOY: PLAY Developer: SCEE Publisher: SCEE	82%
12	-	POP IDOL Developer: Codies Publisher: Codies	42%
13	-	SSX3 Developer: EA Canada Publisher: EA	94%
14	8	RUGBY 2004 Developer: EA Publisher: EA	84%
15	3	TIGER WOODS PGA TOUR 2004 Developer: EA Publisher: EA	81%
16	-	RATCHET AND CLANK 2 Developer: Insomniac Publisher: Sony	85%
17	-	FINDING NEMO Developer: THQ Publisher: THQ	71%
18	11	DANCE: UK Developer: Big Ben Publisher: Big Ben	67%
19	9	COLIN MCRAE RALLY 4 Developer: Codies Publisher: Codies	92%
20	-	DRAGON BALL Z: BUDOKAI 2 Developer: SCi Publisher: Pivotal	70%
21	-	EYE TOY: GROOVE Developer: SCEE Publisher: SCEE	68%
22	-	PRINCE OF PERSIA Developer: Ubisoft Publisher: Ubisoft	87%
23	6	JAK 2: RENEGADE Developer: Naughty Dog Publisher: SCEE	93%
24	5	CLUB FOOTBALL Developer: Codies Publisher: Codies	61%
25	7	CONFLICT: DESERT STORM 2 Developer: SCi Publisher: Pivotal	88%
26	12	BUFFY: CHAOS BLEEDS Developer: Vivendi Publisher: Vivendi	74%
27	21	SOUL CALIBUR 2 Developer: Namco Publisher: EA	93%
28	14	YU-GI-OH: DUELISTS OF THE ROSES Developer: Konami Publisher: Konami	62%
29	15	WH40K: FIRE WARRIOR Developer: Kuju Publisher: THQ	65%
30	-	GRAND THEFT AUTO BOX SET Developer: Rockstar Publisher: Rockstar	97%
31	18	ENTER THE MATRIX Developer: Shiny Publisher: Infogrames	81%
32	16	FREEDOM FIGHTERS Developer: IO Publisher: EA	92%
33	19	THE HULK Developer: Radical Publisher: Vivendi	70%
34	20	THE ITALIAN JOB Developer: Climax Publisher: Eidos	51%
35	22	THE GREAT ESCAPE Developer: Pivotal Publisher: SCi	73%
36	30	SOCOM: US NAVY SEALS Developer: Zipper Publisher: SCEE	82%
37	35	TOMB RAIDER Developer: Core Publisher: Eidos	58%
38	24	DARK CHRONICLE Developer: SCEI Publisher: SCEE	90%
39	33	STARSKY AND HUTCH Developer: Empire Publisher: Empire	77%
40	37	RAYMAN 3 Developer: Ubisoft Publisher: Ubisoft	80%

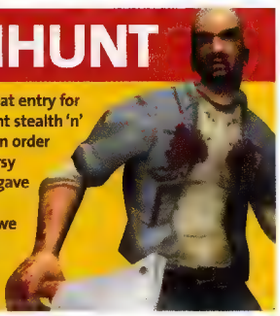
Welcome to our charts pages. Here you'll not only find out what great games are coming up but also what's shifting on the high street right now. Plus don't miss PSM2's top tips and invitation to help shape next issue! Bo!

FIFA 2004

Yup, *FIFA* is still number one. As to whether it'll stay in the top spot over Christmas you'll just have to wait until next issue. For the moment though it's soundly beaten main rival *Pro Evo* once more. And while we much prefer the *Pro* we have to admit *FIFA* is kickin' this year – giving EA the top three.

MANHUNT

A slightly downbeat entry for Rockstar's excellent stealth 'n' gore spectacular. In order to avoid controversy they deliberately gave the game a low profile. However, we reckon that once word of mouth starts moving...



PRINCE OF PERSIA

Check this out. New entry at number 22... It's a famous franchise, it's a great game, it's TV advertised... and it still only makes number 22. Games are moving on and it seems that platform adventures just won't cut it anymore. Something poor *Jak 2* is feeling too.

GRAND THEFT AUTO DOUBLE PACK

After rocking the charts for years the new *GTA* pairing (putting together *GTA3* and *Vice City* in one box) looks out of place down at 30. However, there's a lot of new PS2s out there and they'll all be needing it's best games come January...

SOCOM: US NAVY SEALS

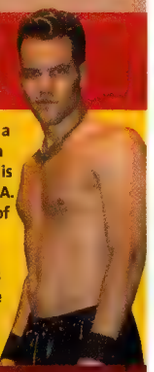
It's still there. Increasing interest in PS2 online (and a need to buy a game that makes the whole thing worthwhile) has meant that *SOCOM* has been a steady seller all year. It could even do better in the chart next month.

IMPORT CHARTS

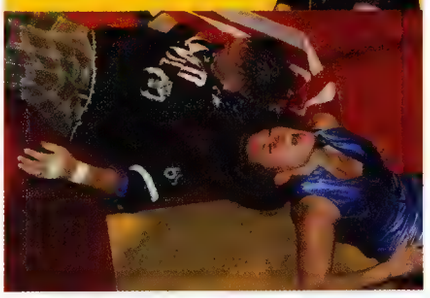
AMERICAN TOP 10 PS2 GAMES

THIS MONTH	LAST MONTH	GAME NAME
1	-	NBA LIVE 2004 ■ Developer: EA ■ Publisher: EA
2	1	MADDEN NFL 2004 ■ Developer: EA ■ Publisher: EA
3	-	JAK 2: RENEGADE ■ Developer: Naughty Dog ■ Publisher: Sony
4	-	WWE SMACKDOWN! HERE COMES THE PAIN ■ Developer: Yuke's ■ Publisher: THQ
5	-	TONY HAWK'S UNDERGROUND ■ Developer: Neversoft ■ Publisher: Activision
6	2	TIGER WOODS PGA 2004 ■ Developer: EA ■ Publisher: EA
7	-	CASTLEVANIA LAMENT OF INNOCENCE ■ Developer: KCETokyo ■ Publisher: Konami
8	-	SSX3 ■ Developer: EA Canada ■ Publisher: EA Big
9	6	BACKYARD WRESTLING ■ Developer: Paradox Development ■ Publisher: Eidos
10	7	CONFLICT: DESERT STORM 2 ■ Developer: Pivotal ■ Publisher: SCi

BACKYARD WRESTLING



What was pretty much dismissed as a petty curio in the UK (and awarded a non-too-startling 45% in PSM2 #42) is doing monstrously well in the US of A. Bubbling around the lower reaches of the Top 10 it's heading towards a million units sold – this for a game about stapling dollar bills to peoples foreheads. Needless to say the game entirely failed to make the top 20 in the UK where *Smackdown* rules.



The Yanks love their sports games – there are currently seven of them in the Top 10 with the massively popular NBA series straight in at No.1

JAPANESE TOP 10 PS2 GAMES

THIS MONTH	LAST MONTH	GAME NAME
1	-	SIREN ■ Developer: Sony ■ Publisher: Sony
2	-	BUSIN 0: WIZARDRY ALTERNATIVE NEO ■ Developer: Atlus ■ Publisher: Atlus
3	-	SUPER ROBOT TAISEN SCRAMBLE COMMANDER ■ Developer: Banpresto ■ Publisher: Banpresto
4	7	TAIKO NO TETSUJIN 3RD GENERATION ■ Developer: Namco ■ Publisher: Namco
5	-	NBA LIVE 2004 ■ Developer: EA ■ Publisher: EA
6	8	NARUTO: NARUTIMET HERO ■ Developer: Bandai ■ Publisher: Bandai
7	-	YAMASA DIGI WORLD SP: NEO MAGIC PULSAR XX ■ Developer: Yamasa ■ Publisher: Yamasa
8	-	HANABI HYAKKEI ■ Developer: Nippon Amuse ■ Publisher: Nippon Amuse
9	6	GRAND THEFT AUTO III ■ Developer: Rockstar ■ Publisher: Rockstar
10	-	SHIN SANGOKU MUSOU 3 MOUSHOUDEN ■ Developer: Koei ■ Publisher: Koei

NARUTO: NARUTIMET HERO

Not only has this Japanese curio got a great title but it's remarkable in that new figures show that it has sold 10 times as many as Lara Croft's latest! The less-than-great PS2 *Tomb Raider* sold only 9,991 copies and made number five before dropping faster than a granite shit. Perhaps they should try a cel-shaded beat-em-up next time?

PSM2 MOST WANTED

Tell us what games you want to see in PSM2!

1. METAL GEAR SOLID 3
2. JAMES BOND 007 IN EON
3. DRIVER 3
4. GT4
5. FFX-2

Your most wanted games – updated monthly!

WHAT DO YOU WANT?

Ever flicked through PSM2, recognised it to be the best PlayStation 2 Magazine In The World Ever, but wished that we'd done a *bit* more on Yamasa Digi World SP: Neo Magic Pulsar XX? Well, you're in luck. Tell us what you want and we'll put it in the mag! Send this coupon to 'Most Wanted, PSM2, 30 Monmouth St, Bath, BA1 2BW' or email 'Most Wanted' to: psm2@futurenet.co.uk. Cheers.

Name .....

Address .....

.....

.....

What do you want? .....

.....

10 THINGS YOU MUST DO THIS MONTH

1. Play PES3 until it feels like a small part of your brain is about to explode.
2. Experience *Manhunt* in pitch blackness with a USB headset and savour those level three kills.
3. Stand in game shops and stop people from buying *Terminator 3*.
4. Scour the bargain bins from our 50 Games feature. If Milf hasn't bought them all.
5. Play as Snoop Dogg in *True Crime*.
6. Think of a great idea to put in *Metal Gear 3* and send it to us – see page 47.
7. Refuse to buy any first-person game that wont let you put 'look around' on the left stick. (ie *XIII*)
8. Play *Lord of the Rings* on the biggest TV you can find. With a surround sound system whacked up.
9. Cultivate a stable of gorgeous lesbians in *The Sims: Bustin' Out*.
10. Give your Gran a big kiss from us.

TOP 5 THINGS TO DO ON THE PHONE BECAUSE THE OTHER PERSON CAN'T SEE YOU

1. STARE AT THE RECIEVER LIKE YOU WANT TO KILL IT
2. MIME MASTURBATION WHILE SLOWLY SHAKING YOUR HEAD
3. HOLD YOUR NOSE AND GESTURE THAT 'SOMETHING SMELLS REALLY BAD'
4. ROLL YOUR EYES BACKWARDS INTO YOUR HEAD SO THAT ONLY THE WHITES SHOW
5. PUT A SOCK ON YOUR FREE HAND AND MOVE ITS 'MOUTH' IN TIME WITH THE OTHER PERSON TALKING

TOP 10 DVDS

What's big in DVD movie rental

1. PIRATES OF THE CARIBBEAN
2. TERMINATOR 3
3. LEGALLY BLONDE 2
4. BRUCE ALMIGHTY
5. CHARLIE'S ANGELS: FULL THROTTLE
6. HULK (DVD)
7. X-MEN 2
8. THE MAN WHO SUED GOD
9. ANGER MANAGEMENT
10. DADDY DAY CARE

SEE PAGE 94 DVD REVIEWS

Hands

"IT TAKES GUTS TO PLAY A DANCE GAME, BUT EVERYONE RECKONS THAT THEY CAN SING" KARAOKE STAGE, PG34

32 Cold Winter heats up
First-person shooting bought into the future with *deep* artificial intelligence. Are you ready for the challenge?

34 Karaoke Stage sings its heart out.
Even the shyest individuals can live their shining Karaoke dreams in this upcoming title.

36 Firefighter F.D.18
Saving trapped victims, dampening down hotspots, wearing funny hats – it's all in a day's work for these firemen.

You want more?!
Sit back and wallow in our massive MGS3 report starting on page 40 then dive into our 2004 Round-Up on 48. We've got every new game you need!

WELCOME...

...to the all-new, all-singin', all-dancin', so-sexy-it-hurts Hands-On section of PSM2. Like an enormous hot, wet dachsund with a mouthful of games, we'll be bounding your way every issue with all the latest impressions of the biggest beauties we can get our hands on (with less dog-spit, obviously).

And 'hands on' is the important phrase here – unlike other lesser publications, we actually sit down and play the hell out of everything we preview, so you'll know our words are God's Honest Truth. And that, dear friends, is cold hard fact.

So on with the show, then, and it's first stop MI6. Bond's looking good, even if there's not enough pictures of Mya and Shannon Elizabeth. Ah well, there's always next month...

PSM2 PREVIEW PROMISE

PSM2 is always first with the biggest and best games and that applies to our redesigned previews section. Every issue, you can rely on us – here's why!

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You get to hear what we honestly think of a game at an early stage, not what the press release says.
- We feature more screenshots than any other magazine.
- Once you've read what we think, why not see what we played – in action! The PSM2 DVD features in-game hands-on footage we've taken just for you.
- PSM2: We're playing PS2 longer, harder, faster than anyone else! And don't you forget it.

WATCH IT ON THE DVD VIDEO

INSPECT THE GADGETS

The coolest gadget? Bond's tuxedo. Why? It's made of frickin' *nanobots*. Yup, 007 will uncover technology that lets him creep around invisibly, like that wobbly outline effect from Predator. He'll also acquire thermo-imaging ability like *Splinter Cell*, leading to frenzied shoot outs in 'conveniently' dark rooms. Thanks to the extended development time, EA have also been able to enhance the Spider Cam, Bond's remote control surveillance weapon. In one situation the spider is used to crawl through a vent and disables a roving laser grid through which Bond has to rappel. Bonus.

BECAUSE WE ONLY PREVIEW THE GAMES WE PLAY

PSM2 MOST ANTICIPATED!

DEVELOPER EA **PUBLISHER** EA San Francisco **GAME TYPE** Action Adventure

JAMES BOND 007: EVERYTHING OR NOTHING

"The quips are tight, the action spectacular, the gadgets boggling and the tuxedo pristine"

You want to hate Bond. On the evidence of Die Another Day, he's just become so obvious, so crass, so... *American*. It might just be our stuffy British reserve but – damnit – what happened to Sean Connery camply karate chopping foes in terry-towelling romper suits? So it's with a heavy heart that we greet the supremely confident, stereotypically American Producer of EA's latest Bond spectacular, Scott Bandy. "Y'know, *Everything or Nothing* isn't just the title of the game, it's our working mantra", he bawls, before showing us a *suspiciously* slick montage of explosions, weapons and gadgets.

Gah. As our cynicism reaches melt-down, we reach for the pad. What's he hiding? What've they done? Why is he so bloody *confident*? Thirty minutes later, we're riddled by shame... because he's telling the truth.

THE SPIDER WHO LOVED ME: The remote cam can be equipped with bombs, darts, and missiles but pails next to the officially licenced Aston. Of course

TURN OVER NOW FOR MORE HOT NEW SHOTS AND INFO...

SKID ROCK: You can yank the bike onto its side at any time to dodge low level obstacles.

ANTICIPATED FEATURES

- Licenced Hollywood acting talent including John Cleese, Dame Judi Dench, Shannon Elizabeth and Richard Kiel (that's Jaws).
- Script from 24 writer Bruce Feirstein and an original title tune by Mya.
- Over 29 environments, including Egypt, Peru, Moscow and New Orleans.
- 13 unique co-op mode levels, plus hidden multiplayer Scramble mode (a homage to *Bomberman*)

WHERE IT'S AT...

- The game's good as finished, so EA are just 'balancing' the gameplay and ironing out the glitches.
- Everything looks peachy for the 14th February 2004 release.

MISSILE COMMAND: 007 has a finite number of rockets, but try not to hit innocent civilians.

SHATTER BY DESIGN: Most explosions are scripted and won't throw you off balance.

Whack! Bond grabs a guard by the collar and slams him into a wall, portrayed in *bullet time*. We're just about to complain when... "Don't worry, we'll be using the slow-motion effect *very carefully*, interjects Bandy, practically reading our mind. Worse, the effect is unobtrusive and actually looks cool. The same is true of all Bond's new hand-to-hand moves, including a crunching knee to the plums and bruising shin kick takedown culminating in a crushing thud to the solar plexus.

TOMB RADAR: The story [illegible] in Diavlo's secret underground [illegible]

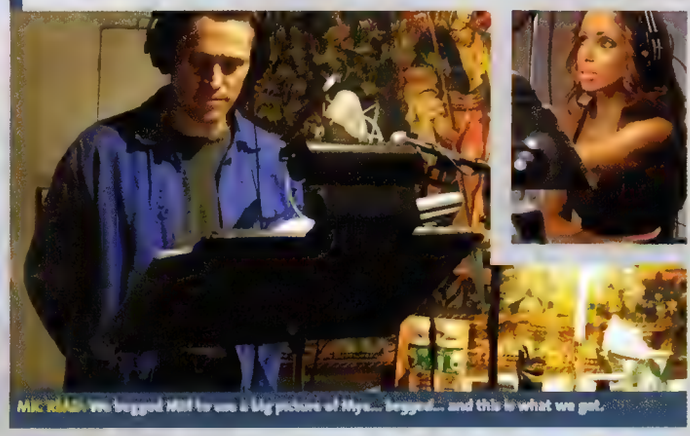
Whoa. Hold up. If you missed our first look at *Everything or Nothing* in PSM2#39, we'll let producer Bandy soundbite you up to speed: 1) "Some people have said there's no Bond movie next year, *this* is the Bond movie next year." 2) "To be Bond, you need to be able to see Bond". In real words? This is a third-person action adventure with more guns, gadgets and Hollywood talent than a Timothy Dalton box set. EA have broken the bank to cyberscan authentic likenesses of actors including Pierce Brosnan, Heidi Klum and Willem Dafoe, with 007 adventuring across 29 locations from Egypt to Peru, in choppers, bikes and the officially licenced Porsche Cayenne. Oh, and there's an original soundtrack from Mya, plus a script by 24 writer Bruce Feirstein.

The big question: Why was the game delayed from its original November release date? Bandy is typically candid, "If we'd have shipped the game in November, it would have only got 80-85% review scores". So it was rushed, right? Bandy is typically bullish, "I believe we've got a 90-95% game now". Silence descends. A roomful of journos bridle at the distinctly *non* British show of arrogance. Bandy defuses the situation with a distinctly *non* American act of self-awareness, "Jeez, you guys are going to roast me for that...", and starts laughing like a drain. The mood lightens. Git.

We regroup. What's the catch? Surely the delay was part of a sinister EA plot to avoid competing with themselves at Christmas? "Yeah, that's part of it", confesses Bandy, once again shattering our hidden

PLOT'S GOING ON?

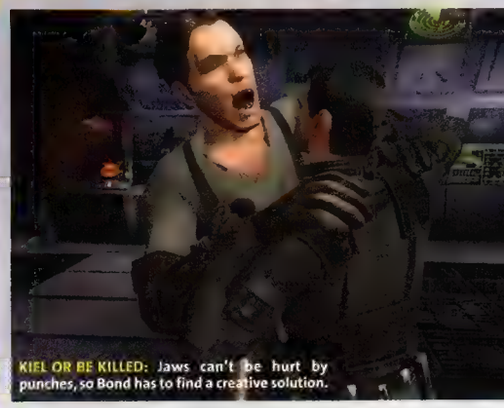
Thought Die Another Day was complex? Pah. In *EON*, Nikolai Diavolo (played by Willem Dafoe) is a protege of Max Zorin and a hardline communist in cahoots with Katya Nadanova (Heidi Klum). Diavolo plans to use nano-technology to eat the New Orleans dam – metal munching robots, see? – which will, er, do *something* to aid the KGB and restore Mother Russia. Oh, and the nanobots can't eat platinum, so that's why Diavolo's tanks look so shiny. And, erm, he's recruited Jaws for some reason. And Jaws isn't nice like he was at the end of Moonraker for some reason. Look, it's all a bit of a mess to be honest but a) Who cares? b) We're sure it'll all make sense in the finished game. As for Shannon Elizabeth's character, the only thing we know for certain is that she wears really tight hot pants. *Really* tight.


MIC READ: We begged Mia to use a big picture of Mya... begged... and this is what we got.

FRIEND OR DAFOE? Diavolo couldn't look more evil, short of wearing a cape of ironed bats.

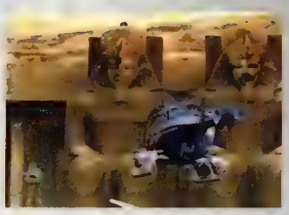
ARMOUR PIERCE-ING: The new viewpoint lets you see loads of Mr Brosnan.

"BOND'S NEW MOVES INCLUDE A CRUNCHING KNEE TO THE PLUMS"


KIEL OR BE KILLED: Jaws can't be hurt by punches, so Bond has to find a creative solution.

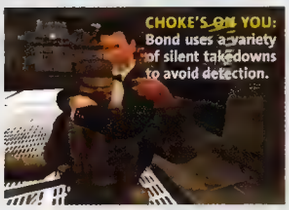
"IT MAY BE TOO COMPLICATED – IT USES EVERY BUTTON THE PAD"

PIERCE OF THE ACTION: Brosnan's likeness is almost *too* spooky – check that steely glare.



ONLINE? WHY UK LOSES OUT

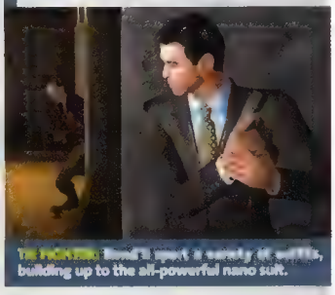
One of the hotly rumoured reasons for delaying *EON* was the inclusion a co-operative online mode, which is true... if you live in America! And who lives in America?! Er... Anyway due to differences between the USA and European network, EA would have had to rewrite a large section of the code to get the game working in the UK, which wasn't possible in the time scale. "I really shouldn't tell you this," confesses Producer Mr Bandy, "but it would've taken four engineers over 45 days to recode the data, and we were struggling as it was to get the US version done".



CHOKE'S ON YOU: Bond uses a variety of silent takedowns to avoid detection.

SHOOTING DISTANCE: The characters will be encouraged to stick together and provide cover.

COURT IN THE ACT: Players will be ranked according to completion time and efficiency.



THE FIGHTER: Bond's upset a variety of outfits, building up to the all-powerful nano suit.

TANKS FOR ASKING: In one mission, you have to pilot an armoured vehicle through Red Square.

THE BOND ZONE: EXPLAINED

"Bond always knows what he's going to do next, but sometimes you need time to catch up," is how Producer Bandy explains the 'Bond Zone'. By tapping the L1 key, you enter a blurry slow motion mode where enemies shudder to a halt, giving you time to assess the scenery. In the 'Bond Zone', pieces of interactive scenery are surrounded by a pulsing red circle, providing blatant clues. For example, in the Nanotech facility, you can use the Bond Zone to detect a machine which switches on the steam vents, killing multiple guards in one strike. On other occasions, the Bond Zone reveals rappel points where you can climb to find hidden weapons. Our favourite Bond Zone moment is shooting out the chandelier, crushing multiple guards below. The more Bond moments you find in each level, the higher your score. Players will be rewarded with secret weapons and unlockable items for 007-style stealth, using wits, not brawn to complete your objectives. Schounds schexy...

agenda, "In fact, it's almost a complement to be the game chosen to survive on its own". At this stage, we can't even feign cynicism. He's right. *Again. Everything or Nothing* looks stunning. "I don't think there's a better looking third-person game on PS2," adds Bandy, reading our minds, before adding even more self-awarely, "dammit, I bet you're trying to think of a better looking game right now." We are. And we *can't*. Git.

You want to hate Bond. You want to hate the way he's become a kick-first, quip-later action hero. You want to hate the way he panders to women and – gah – the reliance on special effects and *that* invisible car. But you can't, because on the strength of *Everything or Nothing*, there's never been so much to *love*. The quips are tight, the action spectacular, the gadgets boggling and the tuxedo *pristine*. "I believe this is the new benchmark for Bond", concludes Bandy. And he might just be telling the truth. Git. PSM

EA are claiming a Feb 14th release date. And we believe them.

SLIPPERY RAPPEL: You need to disable the laser grid with the spider before descending.

ETA
February 2004

DAN D's OPINION...

LIVE AND DIRECT FROM THE GLOBE

PSM2's cynical, but wearily optimistic Dep Ed tackles the might of EA on Bond's home soil. Er, ish...

■ **NAME** Daniel Dawkins ■ **DATE** 17/11/03 ■ **LOCATION** EA UK HQ, Chertsey

"Picture the scene. EON Producer Scott Bandy saunters into the PSM2 games room. "I'd really like to show you guys this preview video", he chimes. Noting the confidence of his delivery and the undeniable slickness of the footage, we come to the logical conclusion: EA are hiding something and the game is broken. Except, of course, it isn't. We're just being needlessly cynical. The game's good. Really good. Well, mostly. We played a new version of the Nanotech Factory (the rappel section) with a revised Bond Zone dynamic, letting you change weapons mid-battle, or spot key items of scenery, with welcoming ease. We also got hands on with the Cemetery level, complete with freaky rain effects and neat sniper rifle, plus the on-rails tank section with 'comedy' driving from Shannon Elizabeth. Our main quibble is that the game may be too complicated – it uses every button the pad – and the enemies are possibly too relentless. You spend your first few goes trying to change weapons while being ventilated like a colander. *Bond* currently feels a shade twitchy and some collisions lack satisfying solidity. On the whole, we're cautiously excited about the diversity and scale of gameplay, but scared that over-ambition may cumber the game's cool mechanics."

MY BEST BIT...

■ Sliding the bike under the tanker in slow motion, then using the flame thrower to torch the goon leaping overhead. Or using the nano-fuse to sneak up on foes.

MY WORST BIT...

■ Fumbling with the D-pad to change weapons while soaking up bullets like a firing range. Or realising that the 'clever' Bond moments are basically pre-scripted.

ORIGINALITY ★★★
HANDLING ★★★
PRESENTATION ★★★★★

■ **DEVELOPER** Swordfish Studios ■ **PUBLISHER** Vivendi Universal ■ **GAME TYPE** First-Person Shooter

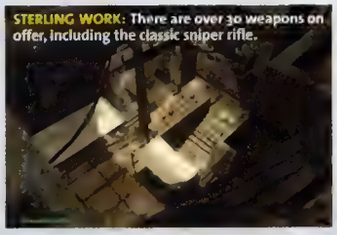
COLD WINTER

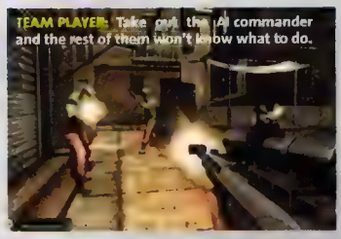
"There are no medipacks here. You'll have to inject yourself to stay alive..."

ANTICIPATED FEATURES
- The opportunity to recharge your health at any time you want.
- Tactical item management system.
- Everything in the game is destructible.
- Over 30 different weapons.
- Four-player split screen mode.
- Stacks of violence!

WHERE IT'S AT...
- We played the virtually-complete first level. With nine months of development left, this is already a good game that's going to get a whole lot better...

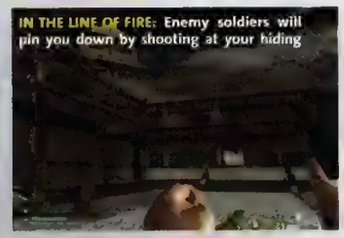
The best things, apparently, come to those who wait. Which is gravy for those with saintly patience, but utter bollocks for us impatient grizzlers who are going to have to wait until *next winter* to play *Cold Winter*. The good news though is, if all goes to plan, it's going to be worth the angst. Hear this: if *Cold Winter* continues to progress at its current level, this could be – putting all our protein rich shells in one wicker cask – the best FPS to ever grace the PS2. With nine months of development left and the backbone of the game firmly in place, the remaining development time can be spent getting an already-polished game sparkling like the family silver.


STERLING WORK: There are over 30 weapons on offer, including the classic sniper rifle.


TEAM PLAYER: Take out the AI commander and the rest of them won't know what to do.

The game begins with the hero, SAS operative Andrew Sterling, in a bit of a mess – in that he's locked down in a Chinese prison with an execution warrant on his head. Fortunately for Sterling, help is at hand and the first mission sees you shooting your way out of the prison and off to relative safety while fireworks fizz all over the sky – not to celebrate your escape of course, but because it happens to be the Chinese new year. It's a good job the Chinese firing squad get New Year's Eve off then.

From there, the game's story branches out into three intriguing plot lines that take Andrew all over the world, before eventually all linking up with each other to form the basis of the story.


IN THE LINE OF FIRE: Enemy soldiers will pin you down by shooting at your hiding

FIELD FIRST AID

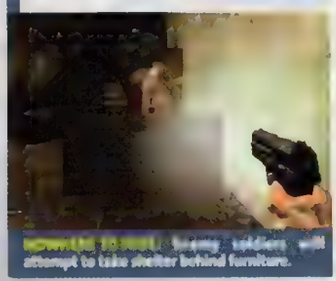
Comparisons with other FPSs are obvious, but *Cold Winter* is aiming to set itself apart from the rest of the bunch with some unconventional takes on gameplay. Interestingly, there are no medipacks in the levels with which to boost your energy. Instead, whenever you feel the need, you can top up your health levels and continue shooting. Of course, these energy boosts will take a little bit of time – Sterling has to actually inject himself and apply a bandage to heal fully – so it's probably not a wise move to top yourself up in middle of a gun battle, a bit like *Freedom Fighters*.

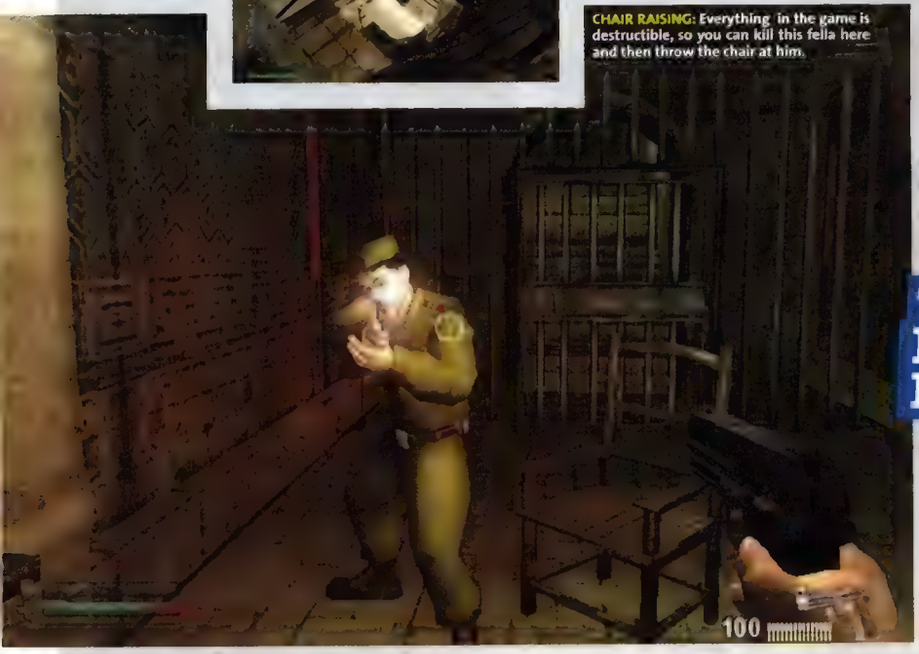
PUZZLING

Using items is another aspect that breaks from the norm. No longer can you wander around and simply pick up the items that will help you solve puzzles, because you'll have to use your head to get yourself out of sticky spots – after all, that's what anyone in the Special Forces would have to do. If you want to get past a code-locked door, rather than shooting everyone and hoping that they'll drop a keycard, you could combine some wires and circuit board in the inventory to make a

FLIPPING HELL

Every piece of furniture that you see in the game is destructible. Windows can be shattered, lights can be flicked on and off and chairs can be wedged behind doors to stop you being followed. Yes, they'll chase you room to roon. You can also rearrange the furniture, throw a chair at the enemy to confuse them and make them drop their weapons or, best of all, you can flip large objects like beds and use them for cover. Be warned though – the AI will be as clever as you are, so they can hide behind furniture too. Sneaky.

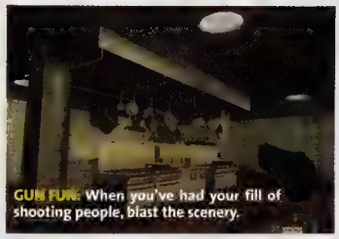

INTELLIGENT ENEMY: Enemy soldiers will attempt to take shelter behind furniture.


CHAIR RAISING: Everything in the game is destructible, so you can kill this fella here and then throw the chair at him.

"JUST MIX PETROL, SOME RAGS AND A BOTTLE TO MAKE A PETROL BOMB"

HELP'S AT HAND: You won't be fighting all on your own in every level.

BODY LINE: Search the dead bodies and take their weapons.



GUN FUN: When you've had your fill of shooting people, blast the scenery.

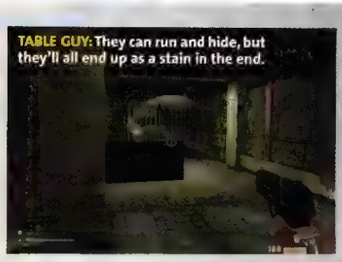


TABLE GUY: They can run and hide, but they'll all end up as a stain in the end.

FLASHBANG WALLOP: Let off a flashbang and you won't be able to see for a bit due to retinal damage.

BLOOD ON THE DANCEFLOOR

While the squeamish will probably be looking to hide behind the sofa, *Cold Winter* will have those of you thirsty for some seriously gritty action chomping at the bit. There's plenty of claret spilt in some of the cut scenes, but there's much more violence to be found while you're playing – provided you do the shooting. Limbs can be shot off the enemy a la *Soldier of Fortune* on the PC, dead soldiers can be gibbed into bloody pieces and everyone, including Sterling here, will take some retina damage if they stare too hard at an exploding flashbang. Although it's still some way off being confirmed, we can safely guess *Cold Winter* will carry an 18 certificate.

BLOODY HELL: Gore fans can expect plenty of gibbage, death and offal throughout the game.

CHINA CRISIS: Your first mission is to break out of a Chinese prison at new year.

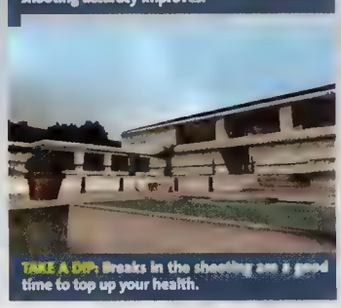
code cracker. The same flexibility applies to the non firearms weapons too – combine a clock, some wires and some explosive to make a timed mine, or mix petrol, some rags and a bottle to make a petrol bomb. See, this game is all about minor details, and to make things even more interesting, you can search every dead body that you see. Some may be carrying something good, others may have nothing on their person, but you'll be able to find out by looking at their waistline, because you can see every item that an enemy's carrying by looking at their belt. Yes, *Cold Winter* is going to be that good... PSM

Although it's ages off, *Cold Winter* already looks the bomb.

ON FOR ONLINE

All decent shooters have to have a worthy multiplayer mode, and, all being well, *Cold Winter*'s four-player split screen action will fit the bill nicely. Much like Free Rad's *TimeSplitters*, you'll not only be rated at the end of each match by how many other players you kill, but you'll also get points for being the bravest fighter or the biggest coward. Classic options like capture the flag and deathmatch will definitely make the cut while Swordfish haven't ruled out an online mode at this stage. We reckon you can count on it.

PUMP IT UP: When your adrenaline's up, your shooting accuracy improves.



TAKE A DIP: Breaks in the shooting are a good time to top up your health.

COOL, ANYONE? The four-player split screen mode is good, but we want online!

ETA November 2004

JORIN'S OPINION

LIVE AND DIRECT FROM THE GLOBE

"Oi you, new bloke. Get your hairy Anzac ass up to Birmingham and play Cold Winter..." And so he did.

■ **NAME** Jorin Sievers ■ **DATE** 13/11/03 ■ **LOCATION** Swordfish HQ, Birmingham

"At such an early stage of development, it's usually a bit harsh to really stick your neck out and say that you've got a very good game on your hands, but *Cold Winter* is different. Even at this relatively early stage, all the right elements are in place to ensure that this game is destined for some extremely good things. There are so many minor elements that stand out as ideas that you wish had been implemented with real conviction before – like the departure from picking up health packs and the fact that every single object is destructible – that when they're all mashed together, should ensure that this is shooting up enemies with the best of them. It looks the part too, thanks to a generous lick of paint from the RenderWare brush and some pretty nifty volumetric lighting effects.

So long as everything that Swordfish are promising pays off – the highly competitive multiplayer mode, the AI that works as a team to snuff your ass out and a difficulty bar positioned at a challenging height.

Cold Winter could genuinely set a new benchmark for first person shooters on the PS2 – it's looking that good. It's just a shame we're going to have to wait ages to really get our teeth into it. Although we could just play the version I nicked when their backs were turned..."

MY BEST BIT...

■ I loved the fact that you can zoom in with the sniper rifle and take out a group of enemy soldiers with one bullet by shooting a grenade on one of their belts. Killer stuff.

MY WORST BIT...

■ At this very early stage, the AI isn't up to much. However, hopefully that'll be sorted, so that they'll attack you tactically as a cohesive unit and not as idiots.

ORIGINALITY	★★★
HANDLING	★★★★
PRESENTATION	★★★★★

BUNG ALONG: The better you do the more lights and effects you get.

■ **DEVELOPER** Konami ■ **PUBLISHER** Konami ■ **GAME TYPE** Singing

KARAOKE STAGE

"It takes guts to play a dance game, but everyone reckons they can sing!"

ANTICIPATED FEATURES
- Over 20 yet-to-be-fully-signed-up tracks, each in instrumental and great soundalike vocal form.
- Endless play modes and options allow you to tweak your appearance and your road from unknown to pop superstar.
- There are plans to include a mic with the game – failing that it works with the PS2 (ie, SOCOM) headset.

WHERE IT'S AT...
- The version we have feels finished, but there's menu tweaks and a final song line-up to get in.

You may remember that last issue we had a 'pop' at *Pop Idol*. In fact we pretty much kicked it's face clean off with a ballsack-rank of 35%. Ouch.

It's not that we hate the 'Idol, or any of the smug stageschool pricks they have on the show, it's just that it was a button-pushing bemani game coming out in the face of this – the world's first genuine singing game from bemani inventors Konami. What we have here is a gaming innovation of Eye Toy proportions.

You plug your mike into your PS2 and you sing along with Karaoke tracks, following the words on the screen. The game magically appraises your performance for pitch and timing as you sing. The real breakthrough is that while it takes guts to play a dance game *everyone* reckons that they can sing. And they can't wait to prove it.

SHAME ACADEMY

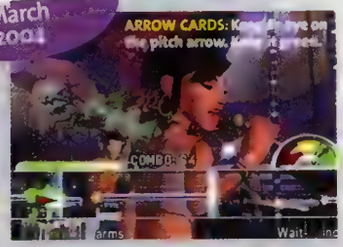
It doesn't take long before everyone is at it. And fortunately there's enough variety in the tracks to ensure that everyone's happy. The early code we've been hammering includes such classics as Billie Jean, Broken Wings, Red Red Wine and (holy shit) The Wind Beneath My Wings – all presented in superb soundalike Karaoke form.

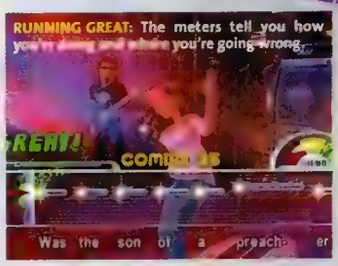
Forget pressing buttons in time to the music – this game will actually give you a numeric, scientifically accurate value as to how good a singer you are!

And it looks great too. There's stacks of venues to perform in, loads of guys 'n' girls to play as and the crowd response and light show changes as you perform better or worse. Mangle it completely and everyone gets the next bus home. Extraordinary. PSM

Missing the party season, it's out early 2004.

ETA March 2004

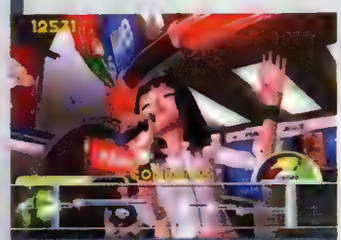




THE METER SUCCESS

It's all about careful control of your pitching and your timing and a new side-scrolling scale keeps track of how in tune and in time you are.

As each note hits the line you should start each note (the on-screen lyrics show you what words to sing, fortunately). As the note sustains a little pitch arrow rocks up and down as you try to keep singing the right note. Finally you release the note and your score is updated. Bingo – an instant irrefutable reading as to your actual ability to sing. Up yours Simon Cowell.



CROON WITH A VIEW: Fudge up your performance and the lights come on. Oh dear.

TOP WATCH: Do well and you get treated to a full Pop Idol-style light and stage show.

DAN G's OPINION

LIVE AND DIRECT FROM AROUND THE GLOBE

Take a copy off Karaoke Stage, add some girls and a crate of WKD...

■ **NAME** Daniel Griffiths ■ **DATE** 25/11/03
■ **LOCATION** Dan G's living room

"Normally, popping the PS2 on when you've got guests is the height of bad manners. Not so when your house is full of drunken idiots and you casually mention that you've got a copy of *Karaoke Revolution*.

After a shaky start – the technophobes thinking that this was a videogame rather than the future of entertainment – it took off like a rocket. As you sing, your voice comes out of the TV perfectly mixed with the excellent backing track, so everyone can have a real laugh at the singer's expense. Then, as soon as they're done everyone is desperate to prove that they can do better – and that final score actually proves who is the best singer. It's the best fun ever. No question."

MY BEST BIT...
- Insisting that 'I need you soooo... Ow-whoa-whoooo!' on Mr Mister's Broken Wings.

MY WORST BIT...
- It can't record your (brilliant) performance, so you can hear how shit you actually were.

ORIGINALITY	★★★★★
HANDLING	★★★★
PRESENTATION	★★★★★

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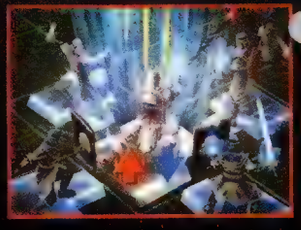

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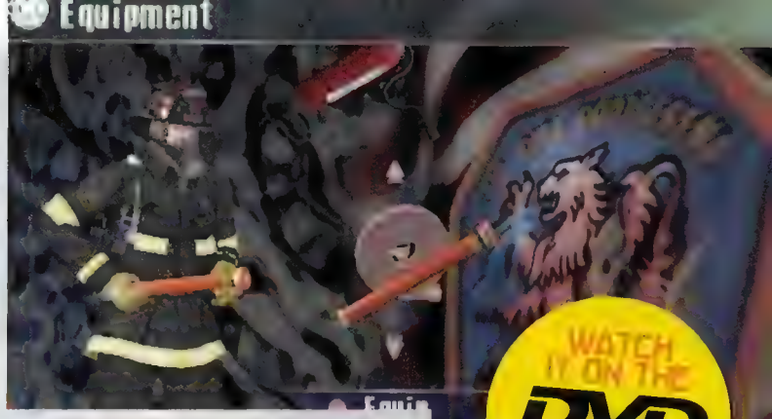
Dynasty Warriors 4

XBOX

PlayStation 2



WATCH IT ON THE DVD VIDEO

■ **DEVELOPER** Konami ■ **PUBLISHER** Konami ■ **GAME TYPE** Action Adventure

FIREFIGHTER F.D.18

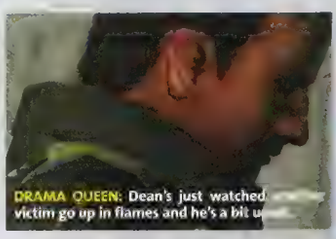
"The only boss in this game is an inferno trying to melt your face off"

ANTICIPATED FEATURES
- Missions set against the clock in various locations including a tower block and a cruise ship.
- Different tools including flame retardant chemicals, an adjustable fire hose and... er, an axe.
- A detailed storyline involving the hunt for the serial arsonist responsible for setting these inner city blazes.

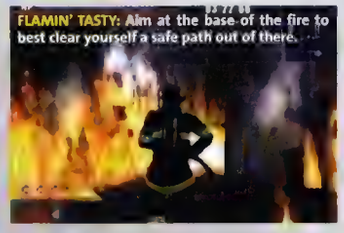
WHERE IT'S AT...
- *Firefighter F.D.18* is looking at a March 04 release.

It must be a great life being a fireman. Hanging out at the station all day, sliding up and down the poles just like Batman. Posing topless for calenders. Then an urgent call comes in and you get to blast through traffic lights at 300mph in your giant red Optimus Prime truck, smashing cars out of the way and pretending you're Arnie in T3 and...

Over in PS2land, it's a wee bit more realistic. As Dean McGregor, a frontline firefighter in Konami's forthcoming *Firefighter F.D.18* you're always the first to reach the scene and your primary concern is to rescue civilians before they are overcome by smoke and flames. Racing against the clock you must save all of the victims on each level using a radar map where trapped people appear as flashing green dots. Failing to save even *one* civilian means a failed mission and a harrowing cutscene showing the victim collapsing, engulfed in flames and laying on the guilt bigtime.



DRAMA QUEEN: Dean's just watched victim go up in flames and he's a bit u



FLAMIN' TASTY: Aim at the base of the fire to best clear yourself a safe path out of there.

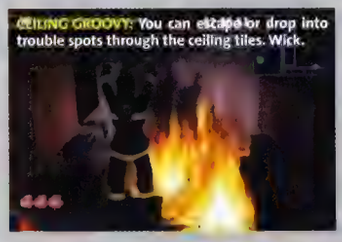
At your disposal is a trusty fire hose, pumping out unlimited water through an adjustable nozzle, which helps fight different types of fire. Sometimes you'll be creeping forward, forcing back a wall of flame, only to find it has reignited behind you, cutting you off. Time to call in the cavalry, or rather "call for backup" where a fellow firefighter will appear and shoots some sort of flame-retardant missile over your shoulder. Nope, us neither.

The fires in *Firefighter* are sneaky devils. It's almost as if they have an evil independent intelligence, much like those in the movie Backdraft. They can change direction, flare up, die down, spit flaming death at you and generally try and BBQ your face off. At one point we were confronted by a fiery "boss" of sorts, who had to be disposed of before we could progress. Normally when you say "boss", you'd mean a fiery 200ft goblin with arms, legs and a head that gobs fireballs at you. In *Firefighter*, there's no goblin but instead you do get a pissed off inferno with the mother of all hangovers. It roars, it hisses, it does everything to turn you into an ex-firefighter. Time to wet its nasty ass down...

STAIRWAY TO HELL: Battle your way [illegible] stairs and rescue a woman behind

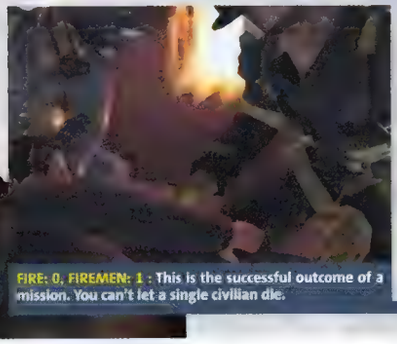
It also pays to be aware of items of scenery that may explode as they

PUT YOUR BACK INTO IT: Larger blazes require a fair bit more effort to extinguish.

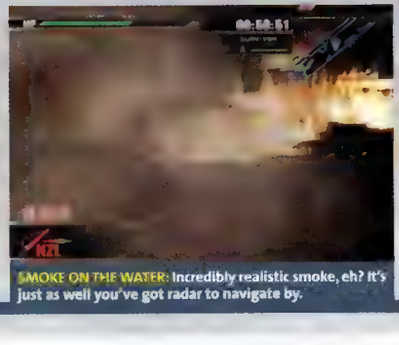


CEILING GROOVY: You can escape or drop into trouble spots through the ceiling tiles. Wick.

BACK TO BURN: Just like in the movie of the same name you have to watch for backdraft.



FIRE: 0, FIREMEN: 1 : This is the successful outcome of a mission. You can't let a single civilian die.



SMOKE ON THE WATER: Incredibly realistic smoke, eh? It's just as well you've got radar to navigate by.

NEW AGE FIRE MAN

What, I don't get to take anyone out with a rocket launcher? You mean I can't even turn the hose on 'em? What sort of fun is that! Yes, indeedy, *Firefighter F.D.18* is that rare beast of a videogame – one that encourages *helping* your fellow human being, instead of terminating them with extreme prejudice. Laugh if you will...

HOLD MY NOZZLE, WOULD YA?

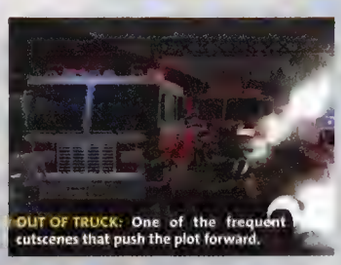
Obviously, in a game about fighting fires, the appearance of the flames is crucial and *FF* doesn't disappoint. The crackling orange and yellow flames are quite mesmerising in their flickering detail. The levels we played were realistically dark and smokey, making your radar a particularly crucial tool to find your way around. The flames also have a suitably throaty roar and there's always plenty of voice chatter from survivors yelling for help and the commander barking orders. The soundtrack is full of heroic-sounding orchestral arrangements too.

EASY COVER: At times you'll get help from your buddies.

OUT OF THE FRYING PAN: Whoa! Something beside us just ignited in a big way.

INTO THE FIRE: Dean can only handle so much walking through fires before dying.

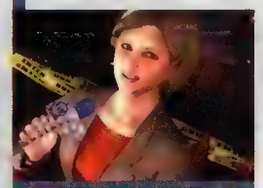
WATER GUY: Calling for backup is crucial when you've been cut off.

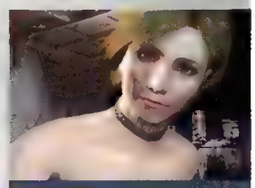

OUT OF TRUCK: One of the frequent cutscenes that push the plot forward.

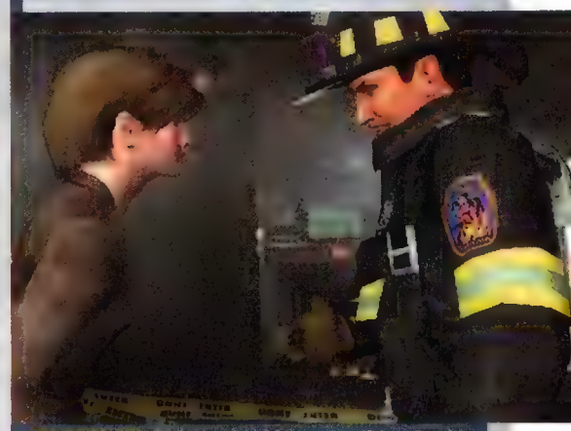
RED HOT PLOT

A nosey lady TV reporter type called Emilie is always hanging around like a disaster-loving stalker at any of the fires you're called to. Anyone would think she's got a thing for men in uniform, the way she swoons and drools.

Anyhoo, Emilie isn't just a pretty face – she's actually a fully developed character who drives the plot forward. See, some criminal swine is setting all these fires and it's your job to figure out who they are and stop them. So, with your fire fighting skills and Emilie's investigative prowess you set out to solve the mystery and once again make the world safe again for highly flammable substances. And/or people.


DAY TIME: As a reporter Emilie is all about clean-cut newscasting.


NIGHT TIME: But after hours she goes cruising for men.


SEXY CHEMISTRY: Can't you feel it? The electrifying chemistry buzzing between these two? Come on, work with us here...

heat up, such as cars and gas canisters. At one point, we were standing beside a car, cooling down a hotspot in order to create a flame-free path to rescue a trapped woman, when the car's fuel tank ignited – throwing it into the air and on top of our hero. Other dangerous aspects of the scenery include oil spills – not only will they catch fire and impossible to put out with water, but your man can easily slip and land on his ass – wasting survivor-rescuing seconds.

Firefighter F.D.18 is nothing if not original. It's almost a unique experience to be doing something humanitarian in a videogame, instead of something destructive. You normally wouldn't bat an eyelid at killing masses of people, but in *Firefighter* you really are emotionally affected when someone dies. Why? Well, it's heartbreaking when people die because *you couldn't save them* – and as a punishment you have to suffer through watching them keel over and be consumed in flames. Ah, the humanity! PSM

Firefighter F.D.18 is timed to explode onto your PS2 next March.

ETA March 2004

HELMET COAL: Make sure the fire doesn't reach combustables or you've had it.

Nothing

"OIL SLICKS CAN'T BE PUT OUT PLUS YOUR MAN WILL SLIP ON HIS ASS"

DAN G'S OPINION...

LIVE AND DIRECT FROM THE GLOBE

Japanese code arrived from Konami. Dan G was sat on his ass. It was a match made in heaven...

■ **NAME** Daniel Griffiths ■ **DATE** 19/11/03 ■ **LOCATION** PSM2 Office

"The version of *Firefighter F.D.18* we're currently playing is only two levels long, but is enough to give us a decent idea of what the final version will be like. In general, it's quite an engrossing experience – acting all heroic, dodging flying debris, dampening down hotspots and hoofing in heat-warped doors with your hefty fireman's boots.

There's a good degree of control over your fireman, with handy sidestep, strafe and crouch moves. However, with no run option on offer – only walking and creeping forward slowly – it's all a little frustrating when you're forced to dawdle along as the flames lick your boots, scorch your uniform and drain your health.

As for the storyline, it's pretty well-scripted. You can imagine squirting water on fires and rescuing wailing civilians would get boring pretty quickly. However from this early play, a lot of time has been put into what appear some very cinematic cutscenes. When we play the rest, we'll let you know if they've put as much depth into the gameplay.

In fact we've got some suggestions. Hey Konami, how about letting us drive the fire truck? You could dodge pedestrians, run red lights and side-swipe cars. Then, of course, there's that extinguisher peripheral..."

MY BEST BIT...

■ The genuine connection you form with the people you have to rescue. After hearing them scream for help it's genuinely distressing if they die – because it was your fault.

MY WORST BIT...

■ The repetition of creeping forward, hose in hand, cutting a path through the flames and rescuing people. This could get fatally boring unless some more varied missions are included.

ORIGINALITY	★★★★
CONTROLS	★★★
PRESENTATION	★★★★

■ **DEVELOPER** Jaleco ■ **PUBLISHER** Jaleco ■ **GAME TYPE** RTS

GOBLIN COMMANDER: UNLEASH THE HORDE

OVER MY SHOULDER: The camera's rotability provides useful angles.

"Sure, they're warty, smelly and grunt too much, but they're still warriors..."

ANTICIPATED FEATURES
- 17 levels in single player campaign mode.
- 12 two-player "skirmish" maps.
- Five goblin clans, each made up of five unique units.
- Four different environments – caves, swamps, woodlands and castles.
- Control up to three clans at one time.

WHERE IT'S AT...
- The code we're playing is nearly complete and there should be no hold-ups for a December 2003 release.

Developers seem to be afraid of making real-time strategy (RTS) games for the PS2. And when they do try they can't resist dumbing down the gameplay for mass consumption – which is usually a fatal mistake, as it sucks the life and soul out of the RTS experience. However, with the soon-to-be-released *Goblin Commander*, developers Jaleco might just have just found the right balance of simplicity and depth.

An example? The usual resource gathering system in RTS games has been streamlined. There is no tedious collecting of gold and wood – your goblins gather the necessary resources by destroying parts of the scenery and killing enemy units. This leaves you free to get on with the fun stuff – namely conquering the map with hordes of rampaging goblins.

Five different clans of hideous goblins live on the planet of Ogriss – Stonekrushers, Nighthorde, Plaguespitters, Stormbringers and Hellfire. The story goes that the disappearance of their human wizard master, Fraziel, has plunged the once peaceful and co-operating clans into civil war. It's your mission to re-unite the clans and discover what happened to your beloved master. Each of the clans has a handful of different warrior types, from ranged and frontline fighters, to support units, turrets and Titans (giants who can single-handedly wreak havoc).

FIRE AND BRIMSTONE: The Hellfire clan are small in stature, but have the best technology.

TOP OF THE WORLD: The zoomed out view is very helpful for major battlefield decisions.

By using special rune stones scattered around the landscape you can also wield powerful magic to smite particularly tricky enemies.

Both analogue sticks are used to control the action. The left stick controls your goblin army and the right controls the position of the camera. The amount of control you have over the camera is dead impressive – you can rotate through 360 degrees and zoom far out for the full battlefield view or zoom in close to see the expression on the face of a single goblin. Cool. **PSM**

The two-player needs work but expect a full review next issue.

PLAGUESPITTER PARTY: Vomit and bile all round when this Goblin clan goes to war.

ETA December 2003

ROCK SOLID: The giant Stone Ogre is controlled by a tiny goblin on his head. Of course.

PRAISE THE TITANIC!

Each goblin clan has a massively destructive unit called a Titan. The Stonekrusher clan's Titan is the Stone Ogre, who can be ordered to eat enemy soldiers – or yours if they get in his way. The big brute sweeps the helpless goblins up and tosses them into his mouth like a handful of peanuts. Well, goblin flavoured peanuts. You know.

JORIN'S OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

New recruit to Team PSM2 and genuine fan of warty warriors strides into battle...

■ **NAME** Jorin Sievers ■ **DATE** 22/11/03
■ **LOCATION** PSM2 Games Zone, Bath

"The addition of a goblin language is a nice touch and adds great atmosphere during play. Unfortunately the two-player 'Skirmish' mode suffers from some problems. Even worse is the very confusing player identification system. Each goblin is surrounded by a shape and a colour. The shape refers to which player controls them and the colour refers to what or clan of goblin they are. With a dozens of combinations of shapes and colours scurrying about the chaotic battlefield it soon becomes mass confusion. Once the first cries of battle ring out you've already panicked and all strategy evaporates as you madly mash the attack button hoping for the best..."

MY BEST BIT...
■ It's easy to learn and the goblins have plenty of character, especially the Titan units.

MY WORST BIT...
■ The player identification system in Skirmish mode is a bit confusing and needs work.

ORIGINALITY	★★★
HANDLING	★★
PRESENTATION	★★★

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ADV FILMS

2004 THE YEAR OF THE SNAKE

Welcome to the first of 16 pages groaning with the gaming content of the year 2004. Starting with everything there is to know about *MGS3*...

CRYPTIC KOJIMA 1

WHAT HE SAID: "You see, *Metal Gear Solid* was the third game in the series and a solid is something that is three dimensional. This (*Snake Eater*) is the third *Metal Gear Solid*. So, in a sense, this is like *Metal Gear Nine*... with the three threes."

WHAT HE MEANS: So goes Koj's 'hilarious' opening speech at E3 earlier this year, Nine is a lucky number in some parts of Asia. Could this be what he's getting at? Or is he just mad?

"THE ULTIMATE PRIMER IN METAL GEAR-OLOGY"

JUNGLE FEVER

METAL GEAR SOLID 3: SNAKE EATER

As Hideo Kojima draws up battle plans for Snake Eater in a secret, forested location, we blitz the Metal Gear universe past and present. And stick around for a unique opportunity for YOU to make the game even better...

Snake Eater. Snake. *Eater*. Remember how it sounded like a joke the first time you heard it? Well, now that Koj's speculation-powered anticipation wagon is thundering through the gears, the next chapter in the *Metal Gear* series is a genuine phenomenon all over again. How many other games can you think of that have people poring over the significance of a one second shot of a man in an eye patch?

And this frenzied discussion of drip-fed, cinematic trailers is just what our mate Hideo loves. He's even told us that he uses the feedback he gets to subtly shape the direction of his games. Which gave us a bit of an idea. Why don't we see if we can't make Snake Eater a better game while Koj is still in a position to do something about it? It's got to be better than coming out with *Snake Eater: Substance* a year later to say sorry for all the boring bit...

"THE GAMES, THE CHARACTER AND KOJ'S OWN WORDS"

So here's the deal. In the following pages you'll find the ultimate primer in *Metal Gear*-ology: the games, the characters, Koj's own words and – of course – the very latest info on *Snake Eater*.

And when you've absorbed that little lot we want you to think about what you'd like to see in *MGS3* and send us your ideas. We've already been amassing your suggestions and have compiled the great and the... um... not so great in this very feature. We'll be delivering the best of them to Kojima himself next time he's in the UK. So who knows? Your genius ideas could make it into the finished game.

Good. So now there's no time to waste. Let's kick off with all there is to know know about *Snake Eater*...

SNAKE EATER: THE STORY SO FAR

Snake Eater is set during the early years of the Cold War, and that means the mid to late 60s, so we're looking at a *Metal Gear* prequel. There's every reason to suspect that you'll be playing as original series bad guy Big Boss, and not Solid Snake. We'll explain the thinking behind that later...

Two thirds of the game will take place in natural terrain. We've seen the forest already in two trailers and glimpsed a cave system and what looks like a swamp or bayou. Koj has also mentioned the likelihood of a suspension bridge and mountain sections, and that the final third of the game will unfold in a more familiar 'base'-like interior.

Snake (that's his codename in any event), will have to hunt and kill animals for food. He'll be able to grow tolerance to different types of meat the more he eats them. And, fortunately for a big man with a big appetite, there'll be 40+ different species of edible critters in the game.

Close quarters combat is going to play a much more important part in *Snake Eater*'s gameplay too. Expect a refined combat system and a whole lot of 'tussling' in the undergrowth.

Snake will be able to climb trees and rocky outcrops, but he'll also be able to break limbs and injure himself if he falls so you'll have to be extra careful with that grip bar. And to boost the organic feel *MGS3* will use an entirely new game engine developed to cope with the complex shapes that recreating nature demands.

The game will also boast full surround sound this time around (thought to be a Dolby Prologic II soundtrack) not just a Dolby Digital 5.1 track during cut scenes as was the case in *Metal Gear Solid 2* and *Substance*.

Enemies will use group AI for the first time, so will be able to organise flanking manoeuvres as a team and pose a more coherent threat to Snake. While there will be a radar, the game is designed for use without it. Instead, players will become adept at using camouflage to blend into surroundings and evade detection. We're expecting Koj to take a leaf out of *Manhunt*'s book and introduce some kind of shadow/camoflague indicator so you know when you're 'invisible' however.

There will be early, *Metal Gear* technology in the game, but as for your arsenal it will be much more low tech than in later games given the time period. An M16 is about as advanced as it got in the late 60s...

Speaking of new technology *Snake Eater* WON'T be playable online but there will be downloadable content. So far we know about bonus camouflage schemes like 'dead camo' that makes Snake look like a bloody corpse enabling him to play dead. But that's just the start. *MGS: Online* proper is still just a rumour though Koj has owned up to 'investigating' it.

And that's the news so far. The moment Koj opens his mouth – and his next scheduled blab will be at E3 in May 2004 – we'll be there to plonk a microphone in front of him. In the

Not a croc at all, but a Gavial, as pointed out by expert PSM2 reader Braham Lyons. Which puts *MGS3* in southern Asia.

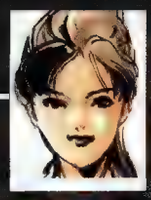
Snake (or is it Big Boss?) enters a cave filled with bats, carrying a torch. An ideal opportunity to show off the new lighting tricks.

2004 THE YEAR OF THE SNAKE

MGS FAMILY TREE

Not sure who knows who knows whom in the world of Metal Gear? Here's our exhaustive family tree. Watch out for splinters...

PSYCHO MANTIS
A former member of Foxhound, 'Psycho' possesses the powers of telekinesis and telepathy which he uses to manipulate the minds of his prey. His mother died in childbirth and his father hated him for this. Psycho felt this hatred and started a house fire that crisped his Dad and left him scarred for life. Diddums! He was one of the mercenaries who captured Shadow Moses island in *MGS*, and was soundly killed by Snake.



MEI LING
Mei Ling is the boffin responsible for the invention of the Soliton RADAR and the Codec, both key elements of Solid Snake's continuing success in the field. Very fond of quotes and sharing them with Snake during missions. She's also laced with a sexual undercurrent. Or is that just us?

SNIPER WOLF
Superb marks... woman, Sniper Wolf was one of the former Foxhound mercenaries recruited by Solidus during the Shadow Moses incident. She made a big impression on Otacon, but that didn't stop Solid Snake sniping her into the middle of next week. That's one way to deal

TROUSERSNAKE
Alleged fourth son of Les Enfants Terribles program. Only has one eye, like his dad.

OTACON
(aka Hal Emmerich)
Otacon is Solid Snake's friend and colleague in the anti-Metal Gear group Philanthropy, providing logistical support and a barrage of inane quotes and long winded anecdotes via Snake's Codec. When they first met during the events of *MGS*, Otacon was a technician on the Metal Gear Rex project. When he learnt of Rex's nuclear potential, he assisted Snake to destroy the mech. Also slept with his step mother, forcing his Dad to commit suicide. It's always the quiet ones...

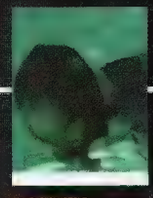
SOLID SNAKE
(aka Iroquois Pliskin, aka David)
Unaware of the fact for many years, Solid Snake (his Foxhound codename) is actually the genetic son/twin of Big Boss, 'the greatest soldier who ever lived' along with brothers Solidus and Liquid Snake. A bit of a loner thanks to an unerring ability to find himself betrayed during just about every mission he's ever been on. Having saved the world on three separate occasions as a member of Fox-Hound, Snake now works for UN sanctioned group Philanthropy, trying to destroy Metal Gears around the globe. He also needs a shower.

MASTER MILLER
Former Foxhound instructor who provided Codec support for Snake during the first 8-bit games *Metal Gear* and *Metal Gear 2: Solid Snake*. Although later killed during *MGS*, Miller was of the right generation to have some part in the events of *Snake Eater*. Could he be involved in the new game? Or will he have another tiny part (!) as he did in *MGS1*.

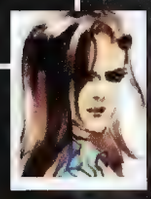
NATASHA
Ah, greetings honorable comrade. Yes, she's the token Russian weapons expert – who pops up for five minutes in *MGS1* and is never seen again. After designing the character, she fell victim of Koj's script scythe. A scythe which unfortunately stopped working part way through *MGS2*...

MERYL SILVERBURGH
When the last in a long line of Foxhound commanders, Roy Campbell, slept with his sister in law, Meryl Silverburgh was the happy result. Raised as an army brat, Meryl joined the forces herself and became a valuable ally of Snake's during the events of *MGS*. The closest thing the *MGS* universe has to a pin up and this has nothing to do with being able to see her naked if you know when to look. Ahem.

EMMA EMMERICH
(aka E.E.)
She may have the look of a particularly geeky 15 year old, but Otacon's estranged stepsister is a code breaking and AI expert and the architect of *Metal Gear* Arsenal's complex GW system. Reunited with her step-brother during *MGS2*, she celebrates by dying at the hands of evil Vamp.



RAIDEN
(aka Jack aka Jack The Ripper aka The White Devil)
Godson to Solidus Snake, the deceptively ladylike Raiden is Foxhound's newest recruit. While having completed tons of VR training he has no actual combat experience and as such spends much of *MGS2* whinging and wetting his techno-gimp suit. As it happens, he ends up saving the day in *MGS2* by defeating Solidus in one on one combat, although, since he's unwittingly working for The Patriots all along this may just be the most hollow victory in history. What a doofus.



ROSEMARY
Arguably the least helpful logistics expert ever to sit on the other end of a Codec, Rose is Raiden's girlfriend and spends most of *MGS2* interrupting his perilous mission to talk about King Kong, discuss what to have for dinner that night etc. etc. etc. On second thought, they probably deserve each other. Twats.

COLONEL CAMPBELL
The last legitimate commander of Foxhound and ambiguous ally to Solid Snake during the events of *MGS*. In *MGS2* Campbell turns out to be nothing more than a computer construct (stay with us here) created by Metal Gear Arsenal's AI to... you've stopped reading haven't you?

JIM HOUSEMAN
Everyone has a boss. Even God jumps to it when Mrs God tells him his tea's ready. Jim Houseman is Colonel Campbell's boss. Cropping up near the end of *MGS1*, he communicates between the President and Campbell. Mr President is – mysteriously – never seen and is only mentioned as the last two words uttered in the game.

DEAR UNCLE KOJ...

'...If you'd only consulted PSM2 you'd have dumped Raiden at the drawing board! Don't make the same mistake again. Incorporate these great PSM2 team ideas into MGS3 now!'

DAN G SAYS: "INDIGENOUS PEOPLE!"
"Snake in the wild is a great idea. The idea of hunting for and being hunted by wildlife as well as troops is fantastic. But how about taking the idea one step further and having a neutral, indigenous community living in the countryside. They could be on your side if you treat them well and give them food, but kill one mistaking them for a guard and they might decide to help your enemies track you down..."

MILF SAYS: "SURROUND SOUND BATTLES!"
"Why not go to town with the surround sound and feature sections where your sense of hearing is more important than sight? Take those cave scenes on the trailer and imagine this: it's pitch black and you know that there are troops in the cave system looking for you. You have to move carefully, using sound to guide Snake past his enemies."

DAN D SAYS: "GO UNDERCOVER!"
"We liked it in MGS2 when Raiden donned the soldier's outfit to sneak round unnoticed. Why not develop that idea with a section of *Snake Eater* where you not only have to adopt a disguise, but maintain it, following your enemies' routines, trying not to alert suspicion for as long as it takes to figure out how to gain access to a restricted area/disable a security system, etc. Think of the tension!"

JORIN SAYS: "GIVE US A CLIFFHANGER!"
"We've never forgotten the final 'post credits' transmission between Revolver Ocelot and the Solidus Snake at the end of *MGS*. Cinematic genius. While MGS2 had the great 'dogtags' money shot, it didn't end with that exciting 'to be continued' feeling. If *Snake Eater*'s going to top its predecessors it needs a gut wrenching final scene that shocks the gamer and leads directly into the next game."

ADRIAN SAYS: "LET SNAKE CONTROL A MECH – FOR ONCE!"
"Look, we're not asking for massive vehicular sections in *Snake Eater*, but we've seen the cardboard mock ups of the first ever *Metal Gear* tank and this could be the perfect opportunity to let our hero take the controls, if only for a brief, intense skirmish. Please?"

DAN V SAYS: "FREE THE CAMERA!"
"You've always taken great care to give *Metal Gear* games great camera placement, but how about incorporating something new to make the most of the great outdoors? We suggest a camera that can toggle between the familiar third person perspective and a limited free roaming view. This would enable you to scope out the immediate surrounding area and plan a possible route through danger."

MILF SAYS: "ALLOW SNAKE TO DEVELOP SKILLS!"
How about letting Snake develop certain skills as he progresses through the game. For example, during 'down time' he can build shelters, bows and other crude weapons or create man traps. The first time you try this the results will be okay, but the more time you can devote to practicing, the better the end result. Will you take the time to learn or not?

DAN G SAYS: "INCLUDE THE FULL VERSIONS OF THE TWO 8-BIT GAMES AS UNLOCKABLE EXTRAS!"
"There are a lot of gamers who've never played the first two *MG* games. What better time to let gamers enjoy them in all their lo-fi brilliance. Then the whole world would know the entire story."

DAN D SAYS: "CUT THE CUTSCENES!"
"Don't get us wrong. We loved *MGS2*, but let's have a pared down story this time with relentless pacing and only brief movies to give gamers time to catch their breath."

ADRIAN SAYS: "KILL OFF AN IMPORTANT CHARACTER!"
"Nothing sears itself into the memory like the untimely death of an important, long running character in a popular series. Do you get what we're hinting at here Koj? While we're not suggesting the death of the main man himself, we are looking very hard in Otacon's direction, for example..."

JUNGLE FEVER

METAL GEAR SOLID 3: SNAKE EATER

VULCAN RAVEN

Reviving the ancient and noble native American practice of carrying a bloody great chain fed cannon, Vulcan Raven is – as the name suggests – a former member of Foxhound who (surprise surprise) turned bad. He was one of the team accompanying Liquid Snake during the takeover of Shadow Moses Island in *MGS1*, right up until Solid Snake killed him, a lot. Reappears in *MGS2* as an action figure in the Tanker level.

DONALD ANDERSON

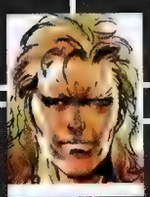
Don is one of the two people Snake is ordered to rescue in *MGS1*. He's the boss of DARPA (Defense Advanced Research Projects Agency) and checking out the 'Gear for a possible purchase by the US military. Interestingly he is never actually seen for real – it's just Decoy Octopus in diguise, see?

DECOY OCTOPUS

This former Foxhound member was a master of disguise who could perfectly mimic anybody alive. This was, in part, down to the fact he had undergone surgery to have his ears, nose, cheek and jawbones removed in order to make dressing up more fun. Killed by the Fox-Die virus (while impersonating Donald Anderson) during *MGS1*. That'll teach 'im.

KENNETH BAKER

The boss of 'arms technology' company, er, ArmsTech. His company built Metal Gear in *MGS1* only to have it swiped by Foxhound while demoing R to Donald Anderson on Shadow Moses Island. Is rescued by Snake then drops dead from FoxDie. Bugger.



LIQUID SNAKE

The third of Big Boss's 'terrible children', Liquid Snake was raised over here in the UK and became the SAS's youngest ever volunteer. Ahhh. He was later deployed in the Middle East as a spy but was captured and brainwashed, becoming a terrorist for a while. However, even once he'd been 'deprogrammed' the badness remained and he became a key figure in the Shadow Moses incident. Although killed by the Fox-Die virus, Liquid's body wasn't wasted. Revolver Ocelot has recycled his arm, even if it does seem to want to reject its new owner. Bleuurgh.

GENOME SOLDIER

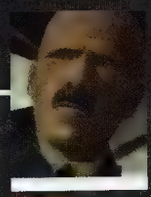
Although not pure clones of Big Boss, the soldiers making up the Genome army seen in *MGS1* have been enhanced with his genetic information, making them all cousins of the Snake triplets on a molecular level. Could make for expensive Christmases.

GENERAL SCOTT DOLPH

He makes verrry long speeches (*MGS2*), was overseeing Metal Gear Ray testing before it was stolen by Revolver Ocelot. What else? He's Helena 'Fortune' Dolph's dad and allegedly was knocking boots with former Dead Cell member, Vamp. Incidentally Scott Dolph is the name of Koj's real-life translator who travels with him everywhere. It's not known what he thinks of being immortalised as the gay lover of a vampire.

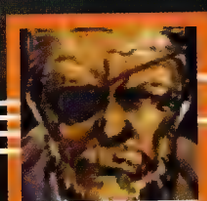
VAMP

The third of the members of Dead Cell who helped to 'take' The Big Shell in *MGS2*, Vamp does a passable Joaquin Cortez impression as well as defying physics and, it seems, mortality. Got the name because while trapped under the rubble of a church in Romania he survived by drinking the blood of his dead family members. Otacon also claims he is General Scott Dolph's lover.



PETER STILLMAN

NYPD Bomb disposal expert responsible for training Fatman. Sent to The Big Shell in *MGS2* to defuse his former protégé's handiwork. Succeeds in one sense, but dies in another, much more significant sense.



BIG BOSS

[redacted]

PRESIDENT JAMES JOHNSON

Johnson was put into power by The Patriots following the disgraced exit of former Prez George Sears (aka Solidus Snake). Like Solidus he became fed up at having no real power so began working with his predecessor in the hope that he might bargain his way onto The Patriot's board of twelve 'wise men'. Killed by Revolver Ocelot, but not before copping a feel off Raiden, believing he was a lady.

REVOLVER OCELOT

(aka Shalshaska, aka Crazy Ivan)
Named for his incredible sharp shooting skills, love of Westerns and possibly small, spinning, furry animals. Revolver Ocelot is a former Soviet double agent who worked for many years in Fox-Hound, before becoming Solidus Snake's vicious right hand man in both MGS and MGS2. When his arm was severed in battle by Solid Snake, Solidus paid to have the deceased Liquid Snake's arm grafted in its place. Sadly, the rogue limb seems to be developing a life of its own. On the plus side, self abuse feels like a stranger doing it...

FORTUNE

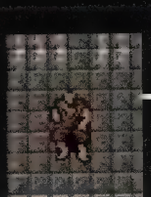
(aka Lady Luck, aka Helena Dolph Jackson)
Poor old Fortune. Not only was her dad killed on a military exercise, but her mum topped herself shortly afterwards as did her husband, the former leader of anti-terrorist training group Dead Cell. Fortune entered the military and ended up leading the group herself. Despite wanting to die, Fortune is cursed by the ability to shrug off any attack as if protected by a force field. It never rains, does it? Turns out it was a force field controlled by Solidus. He turns it off. She dies.

FATMAN

Named after one of the first two atom bombs ever made (and because he's a porker), Fatman is an explosives virtuoso. Legend has it that he made his first nuclear device at the age of ten. They grow up so quickly, don't they? With talents like that it wasn't long before he was recruited by Dead Cell. He almost blew The Big Shell to bits in *MGS2*, but ended up getting shot by Raiden while fannying around on roller blades instead. Dickhead.

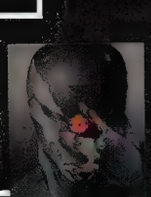
SOLIDUS SNAKE

(aka President George Sears)
If Solid Snake received the better warrior genes from his dad, Big Boss and Liquid Snake got the sharper minds, then Solidus received the perfect blend of the two. Perhaps that's why the third child born of Les Enfants Terribles was able to become President of the USA (as George Sears). However, that doesn't explain how he manages to get his ass kicked by whingeing ladyboy Raiden at the end of *MGS2*. Big wuss.



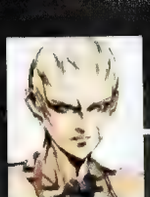
DR KIO MARV

Brilliant designer of the OILIX formula for purifying crude oil in *Metal Gear 2: Solid Snake*. Was kidnapped by Big Boss's henchmen and taken to Zanzibar (possible location for *Snake Eater*). Died, but not before cleverly hiding the OILIX formula in a videogame cartridge for Snake to find. Aw, cheers.



GREY FOX

(aka Deep Throat, aka Cyborg Ninja, aka Frank Yeager, aka Frank Hunter)
When not thinking up new aliases, Grey Fox was famous for being Fox-Hound's most senior operative back in the original *Metal Gear*. His disappearance ushered in Solid Snake's first mission and marked a career move to 'bad guy' alongside Big Boss. 'Solid' eventually defeated his former friend in a mine field, but Grey's battered body was rescued by the government and kept alive with drugs and an exoskeleton.

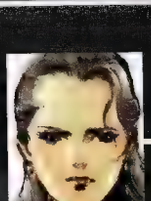


OLGA GURLUKOVICH

(aka Mr X)
Daughter of 'the colonel'. Following the death of her pop in the prologue of *MGS2*, hairy armpitted Olga took over command of his private army. While working for Solidus she distrusts Revolver Ocelot, who, let's face it, killed her dad. However, what they don't know is that she's out to help Snake (he saved her life when the tanker sank) and has been 'persuaded' by the Patriots (who have kidnapped her newborn baby) to work against the Dead Cell terrorists. Hence her dressing up as the new Cyborg Ninja to assist Raiden. Confused yet?

COLONEL SERGEI GURLUKOVICH

One of the few people in the Metal Gear universe whose silly name is genuine, Gurlukovich led a private army formed from cash-strapped volunteers after the break-up of the Soviet Union. The colonel has links to fellow Ruskie Revolver Ocelot going back to the Cold War and was a significant bit player in MGS and *MGS2*. He wanted the USSR back. He got shot by Ocelot instead. Could he be a face in a prequel *Snake Eater* though?



DR NAOMI HUNTER

When Grey Fox accidentally orphaned Naomi he took it upon himself to care for her. In time she became Foxhound's chief medical officer, but when Solid Snake killed Grey Fox she vowed revenge. During *MGS1* she tampered with Snake's injection of Fox-Die virus, but was discovered and carted off for interrogation, whereupon she escaped. She is still at large. Mwahahaha...

NINJA

Grey Fox lives! He escaped and crosses Snake's path again during *MGS1* as the Cyborg Ninja Mk. 1. But even this most resiliant of characters can't survive being idly stepped on by Metal Gear at the end of *MGS1*. Ouch.

CRYPTIC KOJIMA 2

WHAT HE SAID: "This is for die-hard Snake fans. Only the true Snakes – those who are real Snakes in their hearts will survive."
WHAT HE MEANS: Piece of cake. *Snake Eater* will really focus on the core sneaking stealth element at the heart of the series. In other words, this will be a hardcore *Metal Gear*. Part-time snakes need not apply. OK?

2004 THE YEAR OF THE SNAKE

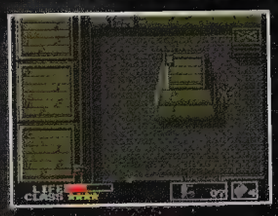
GREEN AND NOT HEARD: Stealthy Snake picks his way through the lush junglist bush. Later levels feature the usual sci-fi corridor plodding, however.

THE GAMES: THE 'GEAR

Believe it or not, there was a time when Solid Snake was as clueless and clean shaven as ladyboy Raiden. We trace his mech peppered CV through the medium of game and look for hints to Snake Eater's direction...

Metal Gear
MSX/NES 1987

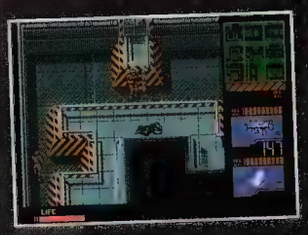
The year is 1995 and in South Africa a group of mercenaries announces that it has developed a terrible new weapon that will change warfare forever. Concerned, the governments of the West order an elite, special forces outfit called Foxhound to send its top man – codename Grey Fox – to investigate, but he disappears. His final, cryptic transmission? "Metal Gear". The agent Foxhound sends after him is a rookie known as Solid Snake. Infiltrating the mercenary stronghold, Outer Heaven, Snake not only discovers that Metal Gear is (surprise!) a bipedal nuclear tank, but worse still, the leader of the mercenaries is none other than Fox Hound's commander, Big Boss. Shocked to the core, Snake still manages to destroy both man and mech before heading for the hills.



RATING: While the 8-bit hardware wasn't up to Kojima's vision, the series' core stealth gameplay was in place from the get go, right down to Snake's Codec. A great start. **77%**

Metal Gear 2: Solid Snake
MSX2 1990

Here's where it gets really interesting. The year is now 1999 and the governments of the world are working to reduce nuclear proliferation. Meanwhile, in Central Asia, the tiny nation of Zanzibar has spectacularly failed to get with the program and has been busily raiding decommissioning sites for warheads. What's more, its agents have captured Dr Kio Marv, the inventor of OILIX, a micro-organism that could solve the world's growing energy crisis. Once again, Foxhound sends Solid Snake in to investigate. And what do you know? Casting further doubt on the abilities of Foxhound's human resources department it emerges that disappeared 'good' agent Grey Fox is now 'bad' and leading Zanzibar's mercenaries with the help of a brand new Metal Gear and the supposedly dead Big Boss! Disgusted, Snake destroys them all (hopefully) and retires to the Alaskan wilderness in a huff.



RATING: Koj's ideas still outstrip the hardware available, but innovation does strike in the form of the radar, which will become a staple of the series from now on. Until *Snake Eater*, that is. **80%**

Metal Gear: Snake's Revenge
NES 1990

Not strictly speaking a true Metal Gear game, but worth mentioning just for car crash rubbernecking value. It was developed without Kojima's input by a different Konami team purely for the American NES-loving market. It also stank like trench foot. Stealth was sidelined in place of hairy arsed action, there were unfortunate side scrolling sections and the bad guy was called Higharolla Kockamamie. Unloved, even by its father.

RATING: Need you ask? **5%**

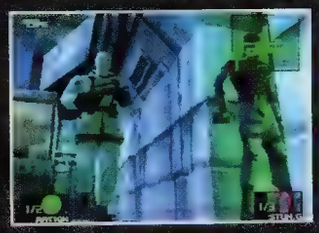
Metal Gear Ghost Babel
GAMEBOY COLOUR 2000

While existing on the periphery of the *Metal Gear* universe, *Metal Gear Ghost Babel* does fall into the timeline about seven years after the events of *Metal Gear 2: Solid Snake*. What's more, it doesn't suck like *Snake's Revenge*. It's 2002 and Solid Snake's retirement is put on hold when he agrees to recover a cargo plane containing a new US government developed Metal Gear that has crash-landed in the African nation of Gindra. A terrorist group called Black Chamber has seized it and has it hidden away at the very same location where Outer Heaven previously existed. Bloody typical. For a change, however, Foxhound (and their inability to separate good from bad) are not involved. Hah! Eventually Snake defeats Black Chamber, its leader Black Arts Viper and reduces yet another mech to iron filings.

RATING: Considering the handheld limitations, the Metal Ge gameplay translates to GBC surprisingly well. **78%**

Metal Gear Solid
PSone/PC 1998/2000

This one's the classic. It's now 2010 and a secret Alaskan military installation on Shadow Moses Island is seized by a group of terrorists who surprise no-one when it is revealed they are former Foxhound agents. Tsk. Rather than just arrest everyone in Foxhound to save time, Solid Snake is 'persuaded' by former Boss Roy Campbell to come out of retirement. Bizarrely, the terrorists are demanding that the remains of Big Boss be returned to them or they'll launch a nuclear missile using a 'revolutionary new weapon'. Snake works his way through the base, releasing hostages and making allies (Otacon and Campbell's ass kicking niece, Meryl Silverburgh). Confronting the terrorists' leader, Liquid Snake, Solid is told that they are in fact genetic twins, created from the DNA of former nemesis Big Boss in a military experiment called Les Enfants Terribles! Noooooo! So Snake destroys his brother and the new Metal Gear Rex. But there's one more shock. A final transmission reveals that the USA President George Sears is Solidus, the THIRD of Les Enfants Terribles... Terrible.



RATING: This is the stealth action Don. Even though it's 'just' a PSone game you simply must play this. Turn on your PS2's texture-smoothing and it looks like a PS2 game anyway. **95%**

Metal Gear Solid: VR Missions
PSone 1999

Classic as it is, *MGS* delivered only 10-12 hours of gameplay in total (and that includes the cut scenes), hence the release of this add-on disc that took the VR Training device of the main game and made it 20 times bigger. The result is stylish to look at and boasts some really tricky challenges, but it adds nothing new to the rolling *Metal Gear* storyline, so enough already.

RATING: This is the Marmite of *Metal Gear*. Is it contextless time wasting or an essential skill-honing opportunity? **75%**

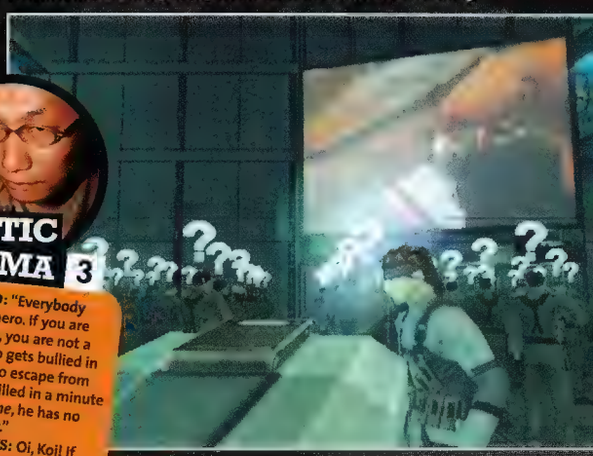
Metal Gear Solid 2: Sons Of Liberty
PS2/XBOX/PC 2002

Not long after the Shadow Moses Incident, every nation and its dog is trying to build its own version of Metal Gear from leaked data. Now freelance, Solid Snake has made his way onto a tanker supposedly carrying the very latest US Metal Gear codenamed 'Ray'. His job is to get photographic evidence of the mech, but before he can, Russian mercenaries led by former Foxhound assassin Revolver Ocelot scupper the tanker and steal Metal Gear Ray. Two years on and a facility created to clean up the massive resultant oil slick from the Manhattan harbour is seized by the flamboyant ex-members of the Navy Seals anti-terrorist training group known as Dead Cell. They hold the visiting President James Johnson hostage and demand a ransom of $30 billion. Foxhound send a new agent, ladyboy Raiden, to rescue the Prez and save the day. Along the way Raiden discovers the leader of the mercenaries is Solidus Snake, aka disgraced former President George Sears, aka the perfect genetic twin to Solid Snake. And that's just the normal bit. Before emerging victorious, Raiden gets felt up by the current Prez, finds the real Solid Snake, fights a bisexual vampire, disappears up rectums, arsenals and colons, and finally trashes half of Manhattan. In short, utterly confusing brilliance.

RATING: While the sheer weight of baffling cutscenes threatens to drown everything good about the game, the playing experience is supreme. A classic. **96%**

Metal Gear Solid 2: Substance
PS2/XBOX/PC 2003

Substance is kindly Uncle Koj's playable apology to gamers for making them play as Raiden and watch more game than they played. Alongside the hundreds of VR Missions there is also a Big Shell version of Evolution Skateboarding and Snake Tales – in which you get to satisfy your urge to be Snake in a series of stand alone scenarios. Oh, and you also get the full version of *MGS2: Sons Of Liberty* on the other side of the disc. Kerr-ching!



CRYPTIC KOJIMA 3

WHAT HE SAID: "Everybody wants to be the hero. If you are killed in a minute, you are not a hero. The boy who gets bullied in school, he wants to escape from reality. If he gets killed in a minute in *Metal Gear Online*, he has no escape from reality."

WHAT HE MEANS: Oi, Koj! If you want to work through your childhood issues pay for some therapy. Snake's going to give genome soldiers big hugs next

10 SNAKE EATER RUMOURS

What? Raiden's the bad guy?! There's a lot of information on Snake Eater being thrown around as fact. We force the latest through our plausibility sieve to see what will wash and what's utter tosh...

1 The premise of the game is Snake's attempt to rescue Olga Gurlukovich's kidnapped child from The Patriots.

PLAUSIBILITY RATING: Negligible. Whoever came up with this knows their *MGS2*, but given the constant references to returning to the origins of the series and the high likelihood it's to be set in the 1960s, this can't be true.

2 You'll be able to play as several different characters during the game – not just Snake.

PLAUSIBILITY RATING: None. Uncle Koj has said in several interviews that there will only be one playable character in *MGS3* and we already know who that is, right?

3 The person you see in the trailers isn't Snake at all, it's Big Boss.

PLAUSIBILITY RATING: Very high. The clues are everywhere. The game is set in the 60s which would make our Solid Snake 70+ years old in *MGS2*. Snake is a genetic clone of Big Boss, so they would look the same. The trailer shows 'Snake' missing his right eye. BB lost his in combat. There's more, but the clincher is that Kojima has stated that the lead character in *MGS3* has the codename 'Snake', but he always backs off from saying it is Snake.

4 Grey Fox is due to return to the series.

PLAUSIBILITY RATING: Fairly Good. If we are returning to Big Boss's story preceding his establishment of Foxhound, then there's a good chance we'll meet some old faces. Frank Yaeger, (Grey Fox's real name) met Big Boss during his early military career in Vietnam. Could he appear as a young man in *Snake Eater*?

5 Meryl Silverburgh will make an appearance.

PLAUSIBILITY RATING: Extremely low. Although it would be great to see Meryl again, she wasn't born until some time after the 1960s. Unless she was a clone too...

6 Raiden will return.

PLAUSIBILITY RATING: Not a chance. See #5 for one thing. For another, it's very unlikely Kojima would reinstate a character who he admitted was very unpopular with *Metal Gear* fans.

7 Part of *Snake Eater* will take place in Space.

PLAUSIBILITY RATING: Low. While it's tempting to see the 60s references to the Space Race in the trailers and on the official website as strong hints towards Snake heading into the cosmos, we already know that 2/3 of the game will take place in earthbound natural environments like jungle, forest and mountains with the final 1/3 unfolding in a 'base' location. Maybe next time...

8 *Snake Eater* will be playable online.

PLAUSIBILITY RATING: Low. While Koj is investigating *Metal Gear: Online* and has stated that it will share *Snake Eater*'s new engine, *MGS3* will only have down and up-loadable elements like camouflage patterns, weapons and high scores.

9 *Snake Eater* will have totally free roaming environments.

PLAUSIBILITY RATING: None. It's true that 'Snake' will often be required to forge his own path through the game's natural environments. However, there will still be distinct sections to the game that will load up in the time-honoured fashion.

10 *Snake Eater* will take place in Zanzibar Land, the location for the second game in the series, *Metal Gear 2: Solid Snake*.

PLAUSIBILITY RATING: Fairly High. Let's assume for a moment that *Snake Eater* is going back to the days before Big Boss retired and set up Foxhound. There's a map at the front end of the official *Snake Eater* website that shows the general region in Central Asia where the fictional country of Zanzibar Land was located in *Metal Gear 2: Solid Snake*. A coincidence? We doubt it. Could *Snake Eater* show how Big Boss turned bad and started creating his own mercenary army?

JUNGLE FEVER

METAL GEAR SOLID 3: SNAKE EATER

HOW DO WE LOVE KOJ? LET US COUNT THE WAYS...

Twenty brilliant moments from MGS and MGS2:

Metal Gear Solid

BOX CLEVER
It's possible to get transported from one area to another by equipping the right box for your destination in the back of the truck. A guard then shows up and drives you there.

THE NAME'S BOND, SOLID BOND
Complete the game once and when you play through Solid Snake will be wearing a tuxedo. Kojima does love his 007 films...

PEEPING SNAKE
We admit it's pervy, but if you want to you can return to Meryl's cell through the ducts several times and see her doing her exercises with gradually fewer clothes on.

MENTAL MANTIS
Psycho Mantis demonstrates his telepathic powers by first commenting on any Konami saves on your memory card and then making your controller move 'with the power of his mind'.

MENTAL MANTIS PT.2
And it gets even better. Once you fight Mantis you find he can 'read your mind' and anticipate your blows. By swapping your pad to controller port two he can't read you anymore!

NAOMI'S MASSAGE
After Snake's torture ordeal, Foxhound medical officer Naomi Hunter offers to massage Snake's aching arm. Put the DualShock on your arm and she'll give it a spot of vibro-therapy.

MERYL BLUSHES
It's the kind of thing you could easily miss, but if you look at Meryl in first person perspective for long enough the sweet girl will blush like your Gran in Spearmint Rhino.

ANNOYING MEI LING
If you pester Mei Ling on the Codec too many times she'll eventually get really annoyed and stick her tongue out at you.

BOX CLEVER PT.2
A vital Codec frequency is needed and you're told it's on the videogame case – meaning the actual PSone box the game came in, not something in the game. Ever get the sense that videogames aren't big enough for Koj?

GHOSTLY PHOTOS
Another famous feature. Play through the game with the digital camera equipped and certain areas will reveal ghostly images of the development team when you snap them. (A pic of Kojima is in the picture frame in Otacon's office by the way...)

CRYPTIC KOJIMA 4

WHAT HE SAID: "When people speculate I try to make sure we don't go in the direction of the speculation, because if we simply meet what people expect it won't be fun. So I create a trailer based on what people think, then based on people's responses, I start adjusting the game again."
WHAT HE MEANS: 'Readers of PSM2; if you want to influence how *Snake Eater* turns out, send in your ideas and I'll do exactly the opposite!' So perhaps you should send in ideas pretending they're what you *don't* want and then Koj might do them. Simple...

Metal Gear Solid 2

SNAKE'S SNIFFLE
Leave Snake out in the rain too long and when he gets inside the tanker he'll develop a sniffle and his sneeze. Also notice how the camera fogs up when you step inside the warm ship...

POSTER BOY
Hidden in lockers all over the game are posters of J-Pop idols and models. Climb into the locker and you can make Snake or Raiden lean forward and kiss them!

RAVEN LIVES!
In a great reference to *MGS*, Snake sees the shadow of what looks like former nemesis Vulcan Raven. It turns out to be an action figure that, if you shoot it, will start firing little pellets.

JAZZ PROJECTORS
As you sneak past the Marines in the tanker, try fiddling with the controls on the projectors. Eventually they'll both start showing stills of a pretty Japanese woman.

EASTER ISLAND
Continuing a Konami tradition of hiding statues of Easter Island heads in its games, you can find four dotted around the Big Shell in MGS2. Try looking under the desk in the computer room for a start...

HAPPY BIRTHDAY...
We won't spoil the best dog tag moment in the game, but try zooming in on guards and pressing Ⓐ. Their dog tag info will come up and if their date of birth corresponds to the PS2 clock date it will wish them a happy birthday!

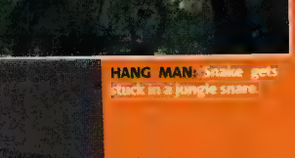
THINKING OUT LOUD
A fantastic little extra. During Codec conversations press R1 or R2 to hear the speaker's private thoughts. R1 gives you a positive comment, R2 a negative one.

CRAZY CAMPBELL
In another fantastic example of Kojima breaking out of the confines of the game he's made, Campbell starts going crazy towards the end of *MGS2*. Before he's through he's telling you to switch off your console and even flashes up a shot of one of the first *Metal Gear* games.

BUTTING IN
There are scores of hilarious or just plain bizarre Codec moments in the game, but one of our favourites sees Mei Ling from *MGS1* butting in to correct one of Otacon's sayings.

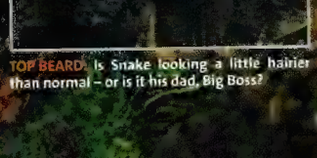
CRAZY CAMPBELL PT.2
One of the lesser known extras in *MGS2* involves constantly calling Campbell as he's cracking up. In the end he accuses Raiden of trying to get a ridiculously high score by cheating. If you check your ammo at this point you'll see you're totally stocked up!

TREESY LOVER: Snake spends an awful lot of time hugging trees in the new game.

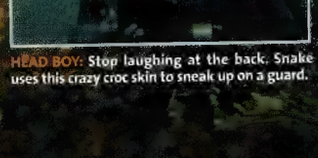


HANG MAN: Snake gets stuck in a jungle snare.

JAWS AND EFFECT: Giant crocodile or tiny Snake? Or just a clever camera angle.

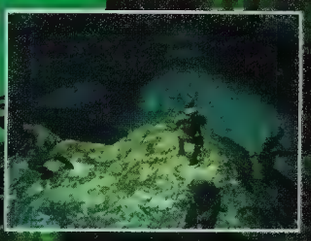


TOP BEARD: Is Snake looking a little hairier than normal – or is it his dad, Big Boss?



HEAD BOY: Stop laughing at the back. Snake uses this crazy croc skin to sneak up on a guard.

2004 THE YEAR OF THE SNAKE



"THE NEW METAL GEAR IS BASED ON A HORNET AND WILL THEREFORE, POSSIBLY BE CALLED METAL GEAR HORNET..."

YOU Design Metal Gear Solid 3: Snake Eater

We asked for your ideas. Here's a tangy platter of your finest (and ropiest) suggestions so far...

The Good:

From PSM2 reader Ben Smallman

"I thought of a good thing for *MGS3*: coffee! There should be coffee pots in the base area which guards will drink to keep them awake. Snake can drink it himself but can also tamper with the coffee to give to guards. Also you can have certain foods that will affect your gameplay. Snake can eat a tin of beans he finds at an enemy camp site, but upon hearing his farts he'll be found out unless he can hide quickly, in which case the guard will blame his 'stinky' friend and laugh their asses off, leaving time to cap 'em."

From PSM2 reader Braham Lyons

"I have news on the *MGS3* location. It must be set in Southern Asia. I watched your new trailer of *MGS3* and saw the crocodile. Well, in actual fact, it is not a Crocodile but a Gharial (or Gavial, whichever does it for ya) as you can tell by the snout. Now there are two species of these and they both live in rivers in Southern Asia, so it looks like Big Boss is on his way to pay Hideo a visit. If the game is set in Asia then there could be Tigers and other big cats to look out for. Also the rivers could be visited by the occasional Bull shark for added conflict. You should be able to capture prey items to lay traps for predators and steel a whistle off the guards to control the dogs."

From PSM2 reader Kojima Spy

"The new Metal Gear is based on a hornet and will therefore possibly be called Metal Gear Hornet. How do I know this? In the second trailer, that was shown at both ECTS and the Tokyo Game Show, there is a silhouette of the Metal Gear transformed with the words 'Honeyed Espionage' over it. At the very end of the E3 trailer after the credits, 'Snake' is swatting hornets with his knife. Symbolic of his later battle with Metal Gear Hornet surely? On KCEJ's official web site there are four pages, one for each date from 1961-1964. On all pages there are many references to the Space Race. After the moon landing in 1969, Neil Armstrong and Buzz Aldrin returned to Earth in a capsule. Do you know who picked them up? The U.S.S. Hornet..."

From PSM2 reader Derek Frame

"I think you should be able to do more than in the last two games. In the last two you had to follow a path, but in this one you should have sub-missions. Eg: steal some food for a guy in a cell and he tells you some information about an upcoming boss, or something like that.

Also, you should be able to set some kind of a trap for guards who are chasing you! How cool would it be if the guy on your tail ran right into a row of spikes like in 'First Blood'?!"

From PSM2 reader Alex Roe

"Heal the injured enemies, but not so they can tag along. They could either provide hints about routes through the forest or give you items."

From PSM2 reader Mark Jansen

"As soon as I heard that *MGS3* would be set in a jungle three words sprung into my mind; bow and arrow. By having this Rambo-esque piece of equipment you could kill guards silently and retrieve their ammo afterwards. Also, explosive tipped arrows could take out helicopters."

The Bad:

From PSM2 reader Graham Priestly

"Taking a leaf out of Rambo's book, I think it would be great if Snake could disappear into a wall of mud. This could be done by simple pressing his back up against a mud wall as he would a normal wall, only the mud would allow him to sink into it and provide instant camouflage.

Also, when you're a decent distance from the guards, by pressing L3 Snake could pull a mooney at the guards, attracting their attention. And while in a tree Snake could pee on to the guards."

From PSM2 reader Derek Frame

"I think Snake (or Big Boss, whoever he is!) should have an old voice recorder. He should be able to hold guards up and get them to say things into it so you can confuse other guards by playing 'INTRUDER!' on your voice recorder. This could also unlock secret things if you play the right voice at the right time."

And The Frankly Stupid:

From PSM2 reader Christopher Hill

"In the credits part of the new trailer where Hideo Kojima's name is written, the lyrics say "I'm in a dream Snake Eater!" This is said twice! This could mean that the jungle part is actually a dream sequence before we revert back to Solid Snake to continue the hunt for The Patriots! Interesting, no?"

From PSM2 reader Luke Watkins

"Snake could talk to animals and ask them to attack guards to get some easy kills. Also, how often in games do you see a character having a shit or a piss? I think that Snake should climb up into trees over guards, squat down and shit so it falls on a guard. That will make him dizzy and then Snake can shoot him." (If the shit doesn't kill them first presumably...)

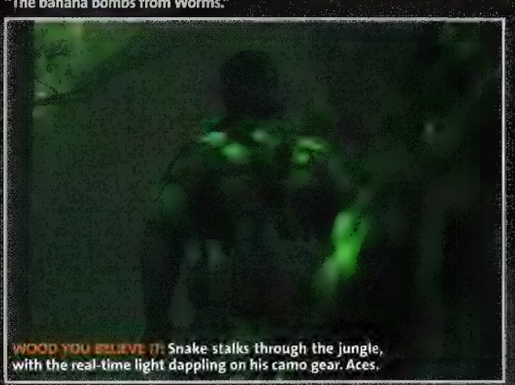
From PSM2 reader Derek Frame

"You should be able to slip things like raw meat into the guard's backpacks so the animals chase after them!"

From PSM2 reader Jorn Somme

FROND FAREWELL: Bullets can rip the undergrowth to shreds while the wind can just gently ruffle it.

"The banana bombs from Worms."



WOOD YOU BELIEVE IT? Snake stalks through the jungle, with the real-time light dappling on his camo gear. Aces.

JUNGLE FEVER

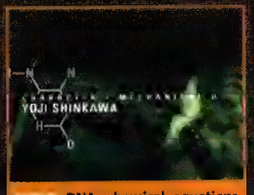
METAL GEAR SOLID 3: SNAKE EATER

MOVIES, GAMES AND HIDEOS

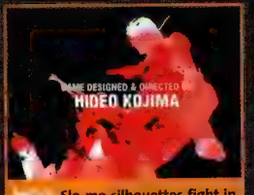
Think those game trailers are 100% Koji? No way. They're made by Kyle Cooper and his company, Imaginary Forces. Kyle is most famous for producing the legendary titles sequence for the film Seven (among many others) and makes all of Koji's promo videos and game intros, such is Koji's love his work.

MGS1: A madman scrawls in a squillion dirty notebooks. Odd.

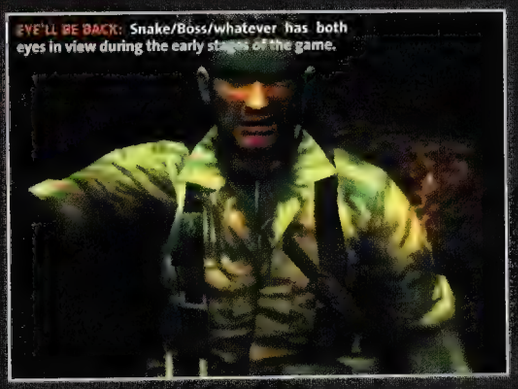
MGS2: Metallic lettering and burning fuses. Cool.



MGS3: DNA, chemical equations and a lot of steely blue. Tasteful.



MGS4: Slo-mo silhouettes fight in a eye-searing neon jungle. Sexy.



EYE'LL BE BACK: Snake/Boss/whatever has both eyes in view during the early stages of the game.

POSSE CAT: This gang of soldiers can hear Snake splashing about below. Best keep the noise down.

WATER PALAVA: The game's water effects are even better than those seen in *MGS2*.

"THE JUMP BOMB MODE IS THE BEST OF A VERY, VERY BAD BUNCH"

ON REFLECTION: See how Snake can see himself in the puddle?

CRYPTIC KOJIMA 5

WHAT HE SAID: "What we see on the monitor, well, we know it's fake. We'll probably try to introduce elements that are tangible and real that will be linked to software that allows them to react with each other. Maybe you'd wear goggles so half the stuff you see is real and half is fake. Plus, I've always said a machine that could make smells would be neat!"

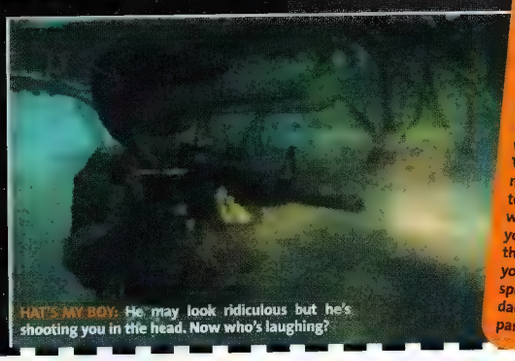
WHAT HE MEANS: 'I need my medication' or, imagine being able to play *Metal Gear* in the real world, with AI guards patrolling your street, looking for you. And then imagine them picking up your scent because you just spotted a Metal Gear by your dad's Civic and crapped your pants! Brilliant.

STOP PRESS!

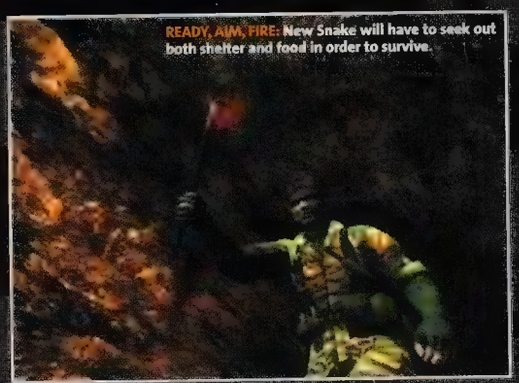
PSM2 first for MGS3!

From next month we'll have a special *MGS3* regular update in our Accelerator section. You can bank on all the latest facts, rumours and gossip on *Snake Eater* in PSM2 every month. Don't miss it!

HAVE YOUR SNAKE AND EAT IT: If you keep a low profile the chances are that you'll starve to death.



HAT'S MY BOY: He may look ridiculous but he's shooting you in the head. Now who's laughing?



READY, AIM, FIRE: New Snake will have to seek out both shelter and food in order to survive.

WE WANT MORE!

What would you put into Snake Eater? Now is your chance to tell Hideo Kojima himself...

Hello. How would you like to influence what goes into *Snake Eater*? Well, we're going to help you do just that. Go on, send us your suggestions and tell us how you think Koj can make this the ultimate *Metal Gear* game.

Think about it! Your idea could become part of the classic *Metal Gear* series!

PLUS: We'll give the best idea the first UK copy of the game when it hits our shores in late 2004!

WHAT ARE YOU WAITING FOR?

Send your ideas to 'Put This In MGS3 Now!', PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW.

Name .....

Email .....

Telephone .....

Address .....

.....

.....

I reckon Snake would be mint if .....

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2004 YEAR OF CHANGE

It's about this time of year that videogame magazines start saying how next year's going to be 'a great year for games'. For once, hands on hearts, we can say that's the absolute truth. The next 12 months make the 12 that have just passed look surprisingly dull. Yes, there are some predictable releases, some surprising, some *utterly* baffling. And then, of course, there's new hardware and Sony's crushing entry into the handheld market. Traditionally, things should be slowing down right now. When a console reaches the autumn years of its lifespan, releases start thinning out and future prospects look creaky. Sony have proved time and time again though, that they don't have to play by the rules. Who'd have thought ten years ago that they'd be the dominant force in videogames today, for instance? The world doesn't play videogames any more – it plays PlayStation. Here's around 100 reasons why...

2004 YEAR OF THE JUNGLE

Like, deserts are *so* last year. Nuts-deep in scrub is the only way to be seen in 2004. Here's a selection of the lushest jungle-based games coming over the next 12 months...

HIGHEST TREE CHASE: If you stay out of trouble you can make it through unscathed.

LAST DAYS OF THE 'FLAGE: By finding suitable scenery you can disappear completely.

CURRY AND SLICE: Use the undergrowth to hide then slip out and slip a knife across their necks.

METAL GEAR SOLID 3: SNAKE EATER

Love it or hate it, you can't deny that *The Gear* takes PS2 into territory its never been before. And this time it's taking you back in time as well...

- UK Publisher **Konami**
- Developer **KCEJ West**
- Available **Winter**

For a man who seems to be concerned about how the human race is treating the planet, Hideo Kojima has a, shall we say, *unique* way of showing it.

Take the third instalment of his mighty tactical espionage action trifle (which you've probably already read about on page 40). *Metal Gear Solid 3*'s jungle location means that our Snake gets to interact with the natural world for the first time. Then promptly kill it dead.

'See that snake over there, son?' Kojima offers. Shoot it in the head and chew it in half! That fish flapping about in your hands? Eat its guts out! All those bats? Burn 'em! And lop off that croc's head while you're at it – it'll come in handy later...

There's a point to this Lara Croft-style wholesale slaughter of God's critters, though. Survival of the fittest. It's PS2's first eat-em-up. Some of the things Snake has to chow down on in order to survive will poison him, temporarily slowing his movements and reactions. Keep eating them, however, and he'll eventually build an immunity to these effects. He will become *stronger*.

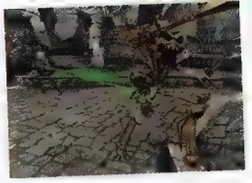
It's this depth of detail that's ensured Kojima's brand of stealth action is in a different class. A cause-and-effect gameplay that hasn't been so vividly brought to life anywhere else. And *MGS3* looks like building on that reputation in every way. Even the basic theme of this third chapter is something not touched on previously – the journey to your target. Around two-thirds of the game is set in the jungle. After parachuting in, you'll need to make your way through the dense cover, avoiding detection by enemy troops sweeping the terrain in groups for you, and make your way to your ultimate destination – a top secret military base.

While this final location will see the same gameplay mechanics being brought into play as in the previous games, the shift to a natural environment brings a wealth of new opportunites for Kojima to stretch his talent muscle. Dead leaves can easily alert nearby troops if you crunch them underfoot. Trees can be climbed, branches can be hung from and allow you to drop onto an enemy. There's long grass to sneak on your belly through. The lack of a radar means a more free-roaming route to your goal. Energy levels will drop more rapidly on tougher terrain. Plus a camouflage meter. All strokes of genius – and that's even before you consider that the whole game's set in the 60s against a Cold War background, meaning less advanced weapons and a greater reliance on your stealth and survival skills.

We might still be unsure what 'honeyed espionage' actually is, but one thing's clear – *Snake Eater*'s going to be sweet...

2004
YEAR OF THE FILM LICENCE

Hooray for Hollywood – without it, we reckon several publishers in the games industry would have gone bust this year. Take a look at what's in the can for a 2004 premiere...



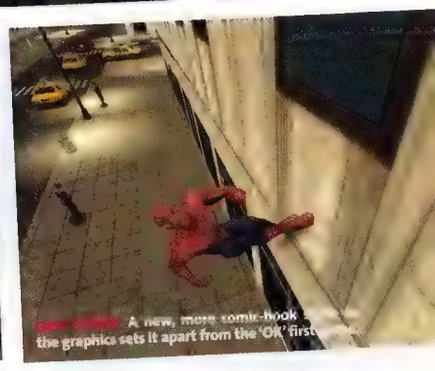
THE NIGHTMARE BEFORE CHRISTMAS

The Matrix, The Lord of the Rings, James Bond 007. Film licences can be lucrative for publishers if they get the right one. Which makes Capcom's latest signing all the more bizarre...

► UK Publisher **Capcom**
► Developer **Capcom Production Studio 3**
► Available **Halloween**

While most American-owned publishers are fighting it out to turn every action movie under the sun into a third-person action adventure, Capcom snap up a 10-year-old cult puppet thing from the gothic mind of Tim Burton.

Originally released back in 1993, the animated film follows pencil thin-limbed Pumpin King Jack Skellington as he attempts to rescue Halloweentown from the evil Oogie Boogie. The game follows the plot of the movie, meaning you get to interact (and, er, fight) your favourite weirdy characters. It's not the first time they've appeared in a videogame though – if you've played *Kingdom Hearts* you'll be familiar with Square's interpretation of them – plus countless other Disney stars. Capcom's twisted vision looks just like the movie, though.



The game takes the form of an action-adventure (it's the law of film licences, afer all), with Jack having to tackle multiple adversaries at a time on his quest to save Halloweentown. Naturally his puny arms and feet wouldn't be much use, so he's aided by a a rather spooky green sticky whip-like weapon. He can use this to grab enemies (by the ghoulies?), hoist them into the air and smash them about the place – watch those skeletons shatter.

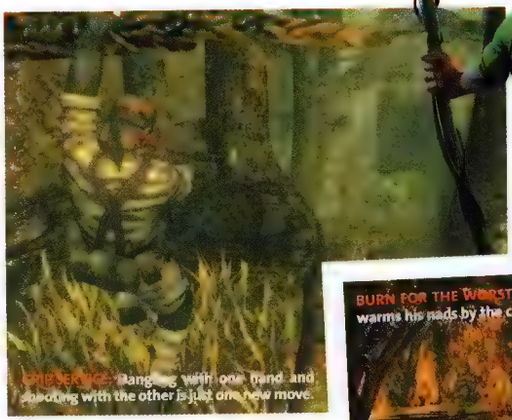
We expect it to arrive in time for Halloween next year. Any other time would just be plain wrong in the face.

WHY SHOULD YOU WANT IT

► It's Capcom doing *weird* again.
► Captures the atmosphere of the film.
► It's not just your usual run-of-the-mill movie licence.

WHY YOU MIGHT WANT TO LEAVE IT ALONE

► It's Capcom doing *weird* again.
► Will the game simply be bosh-bosh-bosh-cutscene on repeat?
► You can't remember the film.



WHY SHOULD YOU WANT IT

► Snake's alive!
► The jungle offers more free-form scope for stealthy operations.
► Kojima's got a chance to iron out some irritations from *MGS2* (fewer cutscenes, love interests, etc...)

WHY YOU MIGHT WANT TO LEAVE IT ALONE

► You think we've seen the best bits of the game in the promo trailers.
► You fancy Raiden.
► You work at KCEJ and just want to go *home*.

PITFALL HARRY

► UK Publisher **Activision**
► Developer **Edge Of Reality**
► Available **Spring**

Activision's new take on their classic *Pitfall* series takes in not only jungles, but glacial mountains, tombs and Aztec ruins. It takes the form of – yes – a 3D action-adventure and sees you facing the likes of crocodiles, scorpions, piranhas, bush ninjas and mega monkeys across 50 puzzle-packed levels. Being a *Pitfall* game, it's required by law that you get to experience a bit of the oooold vine-swinging, and you'll get the option of jumping between adventure and puzzle levels and, if you collect enough special items, competing in the Native Olympic minigames. The propects? Fair to flimsy.

CONFLICT: VIETNAM

► UK Publisher **SCi**
► Developer **Pivotal**
► Available **Autumn**

You loved it in brown – now try it in green! The hugely-popular *Conflict* series steps back in time next year (2004: year of the jungle prequel?) to a location and war that offers a much wider scope for strategy, stealth and tension. A broader choice of terrain should offer a more diverse selection of missions – from jungle reconnaissance, guerilla warfare with the Vietcong, the taking out of strategic targets on the Ho Chi Minh Trail and shootouts on city streets. Whether you'll be able to squeeze in a little R'n'R is another thing...

SPIDER-MAN: THE MOVIE 2

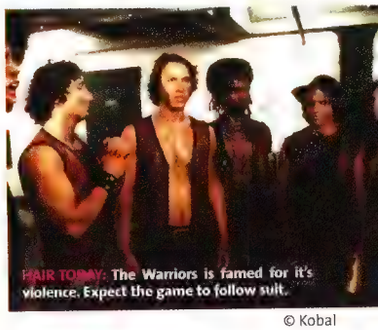
► UK Publisher **Activision**
► Developer **Treyarch**
► Available **Summer**

Essentially being built from the bottom up, the second game – set to be released at the same time as the second film – offers a more open-plan *GTA*-style approach to writing wrongs around New York City. Wander around the streets of Manhattan and spot 'I' above a citizen's head and you can opt to investigate and take on their 'mini-task', while at the same time concentrating on your core mission. Web-slinging's been vastly improved for the sequel – you can see the web attaching to buildings and control your swing direction more easily. Spider Sense is also promisingly handled, with you required to press the counter-move button in order to trigger a context-sensitive pre-determined action when the screen indicates. Looking very, very good...

THE WARRIORS

► UK Publisher **Take Two**
► Developer **Rockstar Toronto**
► Available **TBC**

Another barking mad choice for a film licence. An ageing Paramount flick about gangs on the streets of New York messing each other up good-style? Yeah, *cheers*. You probably wouldn't give this a second glance unless you knew Rockstar were creating it. It's not the same unit that put together *GTA* though – it's the guys responsible for the PS2 versions of *Max Payne* and (whisper it) *Oni*. ►

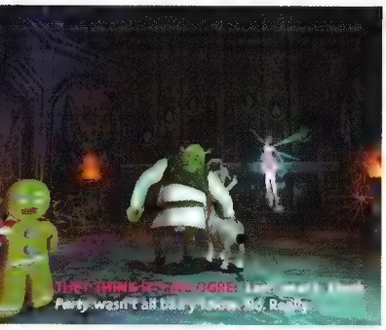


© Kobal

KILL BILL

- UK Publisher: **Vivendi**
- Developer: **Black Label Games**
- Available: **TBC**

Likely to be out in time for the film's release on DVD/Video (at least in the US), it's only natural that a videogame of a film that bears all the hallmarks of a videogame itself (blood, violence and an odds-stacked-against-you tension) is in development. Quentin Tarantino's acting as a creative consultant on the game's production team, though how closely he'll be involved is unclear.

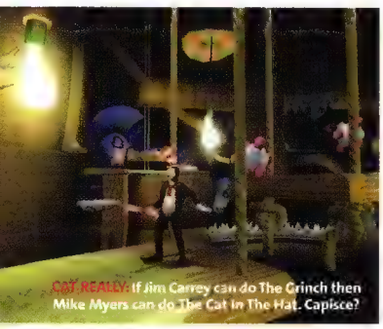


THAT'S AMORE: Less smelly than *Shrek 2*, but not as funny.

SHREK 2: THE GAME

- UK Publisher: **Activision/TDK**
- Developer: **Luxoflux Corp**
- Available: **Summer**

Recreating key scenes from the movie and fleshing out some of the supporting characters, such as Donkey – this is one of Activision's biggest games this summer (alongside *Spider-Man 2*). We're mildly interested, it has to be said. If it captures the movie's humour it should do well.

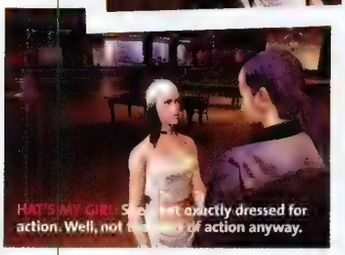


CAT REALLY: If Jim Carrey can do The Grinch then Mike Myers can do The Cat In The Hat. Capisce?

THE CAT IN THE HAT

- UK Publisher: **Vivendi**
- Developer: **Magenta Software**
- Available: **Spring**

Inspired by, rather than based on Dreamworks' recreation of Dr Seuss' quirky tale starring Mike Myers in the lead role. In the game you play the cat and it's down to you to help a young boy and girl to capture the Seussian magic that's escaped into the real world. Ideal material for a 3D action-adventure, then.



HAT'S MY GIRL: She's not exactly dressed for action. Well, not the kind of action anyway.

ALIAS

- UK Publisher: **Acclaim**
- Developer: **Acclaim Studios Cheltenham**
- Available: **February**

It's not exactly a film licence, but it's near enough. A second-person jelly-em-up, this... OK, a *third-person action adventure* based on the Touchstone TV series, it mixes fighting, spying and stealth as CIA agent Sydney Bristow attempts to track down evil mastermind Arvin Sloane. The game mixes martial arts, high-tech weaponry, stealth-based missions and time-based tasks into one explosive global romp. It features a story and script from the writers of the TV show, so at least it maintains a bit of credibility. A bit.

IT'D BE RUDE NOT TO...

So far, no one else has announced any other film licences (well, none that anyone cares about, at any rate). Here, though, is a list of movies coming next year which we're sure have already been snapped up for PS2 treatment...

HARRY POTTER AND THE PRISONER OF AZKABAN

If EA aren't already working on the next Harry Potter game, we'll eat our shorts. Or wax the hair off Dan G's entire body. One of the two, anyway.

CATWOMAN

Halle Berry in a PVC catsuit. Halle Berry. PVC catsuit. We'll stick our necks out here and say that only EA or Activision could afford to recreate that on PS2.

THE PUNISHER

THQ have the licence to Marvel's brutal vigilante (and are currently working on a game), but do they have the rights to the movie? It looks rubbish anyway – Dolph Lundgren's nowhere to be seen! Jesus...

STARSKY AND HUTCH

Yes, Empire already have the game of the TV series, but who's got the rights to the movie, Snoop Dog 'n' all? Empire are working on *Starsky and Hutch* too, though...

BLADE: TRINITY

The Blade games so far have been dire – the next film provides an opportunity for things to be put right. Third time right, eh, Activision?

ALSO IN PRODUCTION...

Confirmed movie games currently in development.

THE INCREDIBLES

The second of a three-game deal THQ have with Pixar Animation Studios – which also includes *Finding Nemo* and *Cars*, due to arrive in 2005 – *The Incredibles* follows the fortunes (and probably hilarious mishaps) of a family of superheroes saving the world and trying to live a quiet suburban life at the same time. Due next Christmas.

LEMONY SNICKET'S: A SERIES OF UNFORTUNATE EVENTS

Activision are working on the game of the movie of the books. Popular in the US, it's a dark, disturbed story for children. Jim Carrey's in the film. And that's all we know so far... apart from it's out autumn. Good-o.

VAN HELSING

The movie starring Hugh Jackman and Kate Beckinsale is out on the 14th of May and we reckon the game'll hit around then to. It's all about Bram Stoker's famous vampire hunter and the action-adventure game runs close to the film, with enemies such as Dracula, Wolf Man and Frankenstein's monster... How good?

A SHARK'S TALE

Activision have snapped up the rights to DreamWorks' second blockbuster animated movie next year. Formerly known as Sharkslayer, it portrays an underwater New York City full of gangsters. Robert DeNiro, Martin Scorsese and Jack Black provide voices for the film.

BULLETPROOF MONK

The first question any game publisher thinking of buying a film licence must ask themselves is 'is this going to be a critical/box office success'. We thought the film was cack and we're unsure if Empire's fighting game will change our opinion.

X-FILES: RESIST OR SERVE

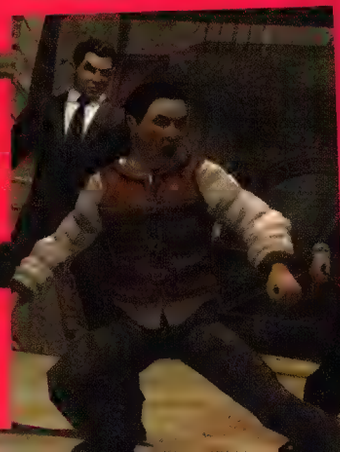
Slinky ginger Scully and spooky Fox Mulder are brought grimly to life in this licensed game of the show, due in summer. Surprisingly, we *can* be arsed...

THE FAST AND THE FURIOUS

Vivendi's take on *Need for Speed Underground*, basically. It fits neatly into a summer release slot.

BAD BOYS II

Can a decent game rescue a pap film? Only time will tell...



2004

YEAR OF THE SEQUEL

We blame EA. Not for everything, you understand. Just for encouraging people to buy the same game (more or less) every year. On the surface, next year's panning out a little predictably in some areas. Not a bad thing when they're of this calibre...

GRAND THEFT AUTO 4

PSM2 MOST ANTICIPATED!

The game which couldn't attract more rumours if it was a rumour magnet and rumours were fashioned from nuggets of steel.

- UK Publisher: **Take Two**
- Developer: **Rockstar North**
- Available: **TBC**

The biggest game of 2004. Yes, we're really going out on a limb there (abeit one that's as strong as iron). Los Angeles? Las Vegas? San Francisco? Maybe all three? One thing we already know is that 50 Cent appears on the soundtrack, indicating that *GTA4*'s set in the present day. We're also confident that there'll be a Californian connection this time round, with elements of San Francisco and LA blended to create – wait for it – *GTA San Andreas*. If you've been following PSM2's coverage over recent months you'll understand where this logic stems from (namely Rockstar's reservation of website addresses with 'san andreas' in them and their search for researchers into contemporary culture). While there might be some out there who are a little *GTA* jaded, expect to see this occupying the top slot in next Christmas' all-format charts...

WHY SHOULD YOU WANT IT

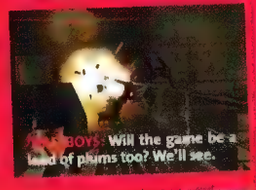
- The potential for online features.
- You care about immersive, absorbing, thrilling game design.
- Everyone else'll be talking about it down the pub. You don't want to be left out, do you?

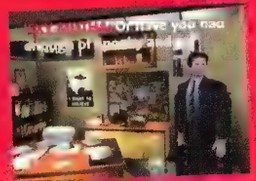
WHY YOU MIGHT WANT TO LEAVE IT ALONE

- *True Crime* tarnished the pleasure you got from free-roaming city-em-ups.
- Present day? Pah. I play games to escape, fools!
- It might not push the envelope. Or even lick the stamp.

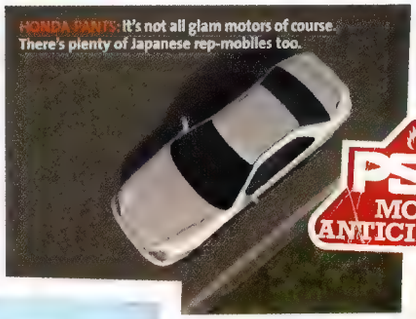
THIS IS GETTING TENUOUS...

It might not be a movie licence per se, but *The Movies* is all about them. It's a Peter Molyneux (*Black & White*) project which sees you running your own Hollywood movie studio from the 20s through to the present day and beyond. You choose the scripts, actors and sets and need to manage budgets and inflated egos. Oh, and it's just slipped off next year's release schedule into the dark waters of 2005. It's very out of character for Molyneux to miss a release date...





MONK BEDS: Bulletproof Monk was a pretty crap film. And now there's a game of it...



PSM2
MOST ANTICIPATED!
CAPER-CAMANA: One of the stars of Gran Turismo 4. The Copen may be tiny but it goes like stink – if you can fit in the thing.

THE GETAWAY 2

- ► UK Publisher SCEE
- ► Developer Team Soho
- ► Available TBC

Fark me! 'Ammond's back? What the Brian Cant's goin' on? Last time oi looked, 'e was chewin' mince, dancing with the ponies, *fingerin' Mandela* – know what I'm sayin'? Well, 'spose Sony 'ave got a frikkin' huge lump a'Landahn, they might as well make good use of it a second toime arahnd. I'm sure Sony'll be 'avin a chin wag wiv Rockstar to make sure two of their biggest fugging titles for next year don't clash an' all. Expect more bloody bastard violence, killer motors an' a plot heavy enough to sink the Belgrano all over again. 'S'long as they sort out the farrkin' controls, eh, winkles?

DRIVER 3

- ► UK Publisher Atari
- ► Developer Reflections
- ► Available March

Keen PSM2 readers will be aware that *Driver 3* was due to be out in 2003, but was delayed due to Reflections wanting to spend, y'know, a bit more time on it. It'll probably be released in March now, guaranteeing it interest from the *GTA/Getaway/True Crime* hardcore (no other competitors, see?). We're not sure how the 'on foot' sections will hold up in comparison to *GTA*, but the driving bits (which form 70% of the game), as you'd expect, look amazing. It uses the same game engine as *Stuntman* (albeit an optimized one) and the car physics are handled with aplomb. Let's hope the plot's hangs together as well...

multiplayer game from the outset.

Outbreak is currently configured for up to four players (forget dreams of running around Raccoon City where everyone you meet, undead or otherwise, is being controlled by another gamer. Put simply – you choose one of eight characters and you need to co-operate and help each other if you're to survive.

The heightened sense of tension is superbly sustained – zombies will shamble relentlessly after you as you move from area to area, smashing windows and breaking down doors in order to taste a piece of your sweet living ass. Much more realistic (we imagine) than the undead drones we've occasionally seen in previous games. Yes you can attempt to hide in *Outbreak*, but if a zombie notices you out of the corner of his rotten eye it'll drag itself straight over to you.

With eight very different characters to choose from, an emphasis on teamwork and the fact that you can turn into one of the undead for the first time in *Resident Evil*'s history, there's clearly a lot to look forward to on your latest trip to Raccoon City. Apart from the smell.

WHY SHOULD YOU WANT IT

- ► The chance to play *Resi* online. Possibly.
- ► No hints as to which way to go to escape, making it open-ended.
- ► Once your virus gauge reaches 100% you get to become a zombie.

WHY YOU MIGHT WANT TO LEAVE IT ALONE

- ► The same old control system.
- ► The idea of being a zombie is too much for your delicate colon to bear.
- ► You're a weedy little fanboy geek who prefers *Alone in the Dark*.

RESIDENT EVIL OUTBREAK

- ► UK Publisher Capcom
- ► Developer Capcom Production Studio 1
- ► Available TBC

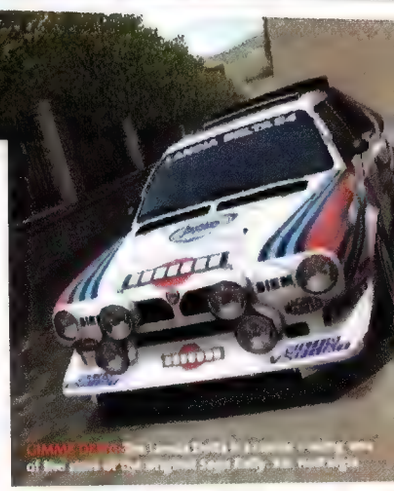
Forget the mixed bag of sequels and the stinking *Resident Evil Survivor* games – this is the most exciting thing to happen to survival horror since Capcom made a dead dog jump through a window. PSM2's been expecting big things of *Outbreak* – and from what we've played so far, we've yet to be disappointed.

Capcom took the wise step of renaming the game formerly known as Resident *Evil Online* and *Network Biohazard* in line with the introduction of an 'offline' element, destined to widen its appeal. How closely its five missions will follow those of the main online game isn't clear yet. It was designed as a

GRAN TURISMO 4

- ► UK Publisher SCEE
- ► Developer Polyphony Digital
- ► Available Summer

As you read this, *GT4 Prologue* has just gone on sale in Japan. This is a low-cost cut-down version of the game featuring 50 – yes, *50* – cars and five courses. It should be the perfect taster for the full-fat game, due to arrive both in Japan and the UK by the summer. We can't wait. Polyphony Digital have concerned themselves with three key themes for *GT4*: landscape, cars and humans. It's the latter that you'll see as the most significant change from *GT3*, with pit crews, animated crowds (about time) and car drivers. Drive a convertible with the roof down and you get to see yourself – kind of. Forget the fact that it looks a bit like *GT3* – this is destined to be the best driving game in history and you wouldn't want to miss out.



WHY SHOULD YOU WANT IT

- ► The potential for online features.
- ► You like your games to look good and play fine.
- ► Noticeable improvements over *GT3* – this isn't just a sequel by the numbers.

WHY YOU MIGHT WANT TO LEAVE IT ALONE

- ► You've done the *GT* thing to death.
- ► The rival drivers' AI hasn't really been improved, has it?
- ► Driving games? They're the new beat-em-up (ie. dead). ►

ALSO WATCH OUT FOR...

Naturally, sequels are the bread and butter for software publishers, with 'brand loyalty' guaranteeing them some cash which they can (or should) invest in breaking out new titles. Here's a selection of other familiar name and number combos coming next year...

ONIMUSHA 3

We love a bit of *Onimusha* here on PSM2 and the time-travelling premise and inclusion of Jean Reno in the third chapter gives the series an injection of cool straight to the heart.

PRO EVOLUTION SOCCER 4

Some online features will appear in the next game, although the extent to which they'll go is unclear. Definitely won't be 11 players a side though...

SPLINTER CELL: PANDORA TOMORROW

Sam Fisher's back, er... early next year, it seems. A spring release date for a major sequel like this (with online additions 'n' all) immediately sets our alarm bells ringing, ie: has it actually had time to mature properly?

SYPHON FILTER: THE OMEGA STRAIN

The sequel to Sony's PSone original arrives in March. Incorporates both offline and online elements – the latter hitting you with exclusive levels where you'll need to cooperate with fellow players in order to succeed.

CASTLEVANIA: LAMENT OF INNOCENCE

Reviewed in this issue (page 64), the most promising *Castlevania* in years hits a games shop near you in late January or early February.

LMA MANAGER 2004

The new look, more flexible, more stat-packed 2004 edition arrives in the Spring. Expect matches in 3D and a more detailed interactive TV section, as well as a Fantasy Team mode.

HITMAN: CONTRACTS

The third instalment in the brutal *Hitman* series arrives in the Spring. Agent 47 begins the game wounded and trapped in Paris. Good job there's a greater variety of ways to off the opposition...

FINAL FANTASY X-2

EA will publish this in the UK on the 20th of February. Set two years after the events of *FFX*, it traces a new quest for Summoner-bitch Yuna.

FINAL FANTASY XI

Square's first online entry in the *Final Fantasy* saga should be piped into the UK next year. No confirmation on who's releasing it over here though but we'd plump for Sony.

FINAL FANTASY XII

This is pencilled in for a 2004 release in Japan. It stars Tidus-a-like Vann and new girl Ashe in an adventure set in a world of flying ships. Next they'll invent planes that can land on water (yeah, *right*...)

DESTRUCTION DERBY ARENAS

On sale in January – and to be reviewed in the next issue of PSM2.

HEADHUNTER: REDEMPTION

Originally planned for a autumn 2003 release, Sega's sequel to *Headhunter* sees Jack Wade trying to maintain law and order from the back of superbike, aided by 'rebellious street kid' Leeza X.

2004
YEAR OF ORIGINALITY

Aah, fresh meat. Yes, quality sequels have their place (in your PS2, generally), but you're a hard-playing thrill seeker who's looking for the next big thing, right? Do step this way...

KILLZONE

It's the near future. You're part of squad of four soldiers and you're on a suicidal mission behind enemy lines. *Mother...*

- UK Publisher **SCEE**
- Developer **Guerrilla**
- Available **Autumn**

On paper, Sony's futuristic shooter does things so by the book, it might as well come with its own dust jacket. 'Advanced enemy AI', 'Full cast of professional voice actors', 'Multiple paths through each level' and 'Brand new game engine' – hardly the freshest of ingredients.

But that hasn't stopped the game formerly known as *Kin* becoming one of the most rumoured, talked about and anticipated games of 2004.

The reason? This is Sony's *Halo* Killer™. A meat-eating, 'baccy-chewing, napalm-shitting man of a game. Developed in the Netherlands and set in the near future (we think the year 2027's currently free) during a period of interplanetary colonisation, it focuses on four Earth (ISA) soldiers who become trapped behind enemy (Helghast) lines. The game kicks off with our men trapped in an abandoned building, surrounded by Helghast forces and under siege – they're trapped in a killzone, see? – and it's your job to blast your way through 26 different story-driven stages.

It's not a squad-based game – rather, you choose one of the four playable characters available. Each has their own individual weapons, items and abilities, encouraging revisits to the game to play as one of the other members of your squad. The online and multiplayer modes are rumoured to be some of the best of their kind on PS2, which is a bonus and the whole thing looks simply – and we know this word is over-used – *stunning*. Subtle lighting, epic battle scenes and a sense of combat on a cinematic scale not seen before. Oh yes, we're looking forward to losing ourselves in *Killzone*.

WHY SHOULD YOU WANT IT

It's already being called PS2's killer FPS.

- Incredibly rich detail. You owe your eyes at least one treat a year.
- Both online and offline support.

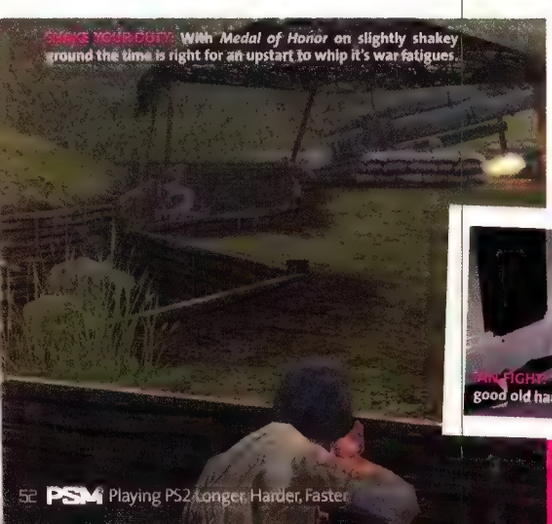
WHY YOU MIGHT WANT TO LEAVE IT ALONE

- You hate first-person shooters.
- You only buy games developed in Japan.
- You've just bought an Xbox to play *Halo*. What a waste of cash.

CALL OF DUTY: FINEST HOUR

- UK Publisher **Activision**
- Developer **Spark Unlimited**
- Available **Autumn**

EA aren't getting it all their own way as far as WWII is concerned. Activision are about to establish their own wartime umbrella brand with their *Call of Duty* franchise. In fact, 27 members of the development team at Spark have worked on EA's *Medal of Honor* series. The first *Call of Duty* game has just hit the PC – although the first PS2 first-person shooter will be an entirely original prospect. It will stick to the *Call of Duty* values though, which are to let you experience war from the perspective of a number of different soldiers from multiple sides of the conflict.


SERVICE YOUR DUTY: With *Medal of Honor* on slightly shakey ground the time is right for an upstart to whip it's war fatigues.

HAND-TO-HAND FIGHT: There's gunplay and good old hand-to-hand stuff too.

BLOOD AND GORE: Despite the sci-fi look, there's still plenty of gore.

SHOOTS FOR SORE EYES: The shakey and fuzzy gunsights are one of the game's coolest tricks.

SHABBA RANKS: Troop carriers get you to the scene of the carnage. Then it's all up to you.

GRAPHICS: The graphics are the game's main selling point.

MASK FORCE: ...ming from the mind of Resi ... Mikami you ca... this'll be special.

KILLER 7

- UK Publisher **Capcom**
- Developer **Capcom**
- Available **TBC**

As we go to press, there's been no formal announcement about a PS2 version of *Killer 7*. Japanese giant Capcom is holding an event in Las Vegas in January at which we expect there to be confirmation. As for the game itself, well, it's the most unusual title from Capcom yet. You play 65-year-old wheelchair-bound Harman Smith, a 'god killer' with seven different personalities he can manipulate at will. These range from Hou, a girl who can release a damaging shower of blood, to Dan Smith, a man who can control the path of a bullet using his thoughts. Spread over five chapters and two time periods – present day and 2005 – and centres on Harman's battle with the evil Kun Lan. Part adventure, part FPS, all style; there's only one man who could come up with this revolutionary game – *Resi Evil* overlord, Shinji Mikami.

MONSTER HUNTER

- UK Publisher **Capcom**
- Developer **Capcom Studio 1**
- Available **TBC**

Destined to be one of Capcom's biggest titles for 2004. If you're up and running with PS2 broadband, that is. It's an online action RPG you see (no, wait – come back!) and to get the most from it you're going to need a network adapter and a broadband connection (although you will be able to play offline). You and up to three other players head out into the world tracking and hunting impressive beasts. It's the AI of said monsters that will make or break the game – Capcom are working towards each creature acting and reacting individually. Some will come looking for you on their own, some will hunt in packs and others will prove much more elusive. This thought process even extends down to their sleeping and feeding patterns. Combat's a mixture of realtime and turn-based actions and the visuals are truly spectacular.

TRANSFORMERS ARMADA: PRELUDE TO ENERGON

- UK Publisher **Atari**
- Developer **Melbourne House**
- Available **June**

In the year 2010, a group of children find a Transformer ship that crash landed millions of years ago. (Bear with us here.) They accidentally manage to activate the ship's cargo of Mini-cons; powerful devices that make ordinary Transformers immensely powerful. Both the Autobots and Decepticons – mortal enemies – had agreed to send the Mini-cons drifting into space – but now they've been awakened they want them back. This is where you come in, selecting the Autobot of your choice for each mission and battling your way through beautifully realised 3D environments – on foot and transformed into a vehicle – in order to collect Mini-cons and ultimately take on Megatron and the Decepticlone army.

TRANS MANIA: All your childhood fav... are back and kicking metal butt bigtime.

GUN BUT YOU CAN'T HIDE: Not with a tool that big you can't.

RAPTOR FOUND: It's simple – if it's got scales and teeth then you've got to blast its ass.

ALSO WATCH OUT FOR...

More brand new games coming your way over the next 12 months. Easy now...

ONIMUSHA BLADE WARRIORS

The *Onimusha* group twat-em-up you've been waiting for. Release date is inevitably still to be confirmed, but we expect it to arrive in time for Easter, that annual celebration of eggs and fighting.

BLOOD WILL TELL

Sega's action-adventure treatment of the classic Dororo manga (do keep up at the back...), which follows a disturbed samurai on a quest to regain his humanity.

FANTASTIC FOUR

More comic-book action courtesy of Activision. Four different characters with wildly different super-powers? It's just made for a videogame. Due next autumn.

JUSTICE LEAGUE OF AMERICA

Midway's big autumn release is based on the animated show of the same name and not the DC comic.

STARCRAFT: GHOST

Blizzard's tactical action shooter set in the *StarCraft* universe looks slightly rough around the edges, but presses all the right strategy buttons.

RED NINJA: END OF HONOR

The first action-adventure to mix stealth, fighting and seduction? Well, the first one set in Japan during the 1500s, at any rate.

NIGHTSHADE

Sega's 'side story' to *Shinobi* starring female ninja Kunoichi. The idea's the same, but the combat system's been improved with a wider variety of attacks.

PSI-OPS: THE MINDGATE CONSPIRACY

Formerly known as *ESPionage*, Midway's action adventure game which makes you use your brain during combat (telekinesis, pyrokinesis and mind control) should arrive by the end of the summer.

CRIMSON TEARS

A single-player fighting game from Capcom. Clearing areas of multiple enemies seems to be the order of the day. And it's a bonus that you get to do it as a 'prototype biological weapon' – in other words a girl that kicks ass *beautifully*.

BLACK 9

Imagine a game set in 2080 which fuses stealth gameplay with RPG-style character development and you've pretty much imagined Vivendi's *Black 9*, due in autumn. Broadband support is promised.

HYPER STREET FIGHTER 2

All the best bits of SF2 on one disc in order to mark the series' 15th birthday...

MORTAL KOMBAT ONLINE

This will be out in time for Christmas next year. It's Midway's biggest franchise so they need to hold onto it for dear life...

KILL.SWITCH

A no-nonsense future shooter with six missions spread over 15 stages. The game slowly feeds you with info about your hi-tech soldier as you progress. Check out this issue's import review on page 92.

TAK AND THE POWER OF JUJU

Rubbish name redeemed by clever use of animals, plants, weapons and water to solve the puzzles. Out in March.

MAFIA

Take Two's tale of moider and more moider might not be the most unique offering around but give the kids what they want... Out in January. No review code. Hmm.

DOWNHILL DOMINATION

Codemasters are publishing Incog's (*Twisted Metal: Black*) respectable mountain bike game in the UK in the spring.

I-NINJA

Developed by Argonaut (them of *Croc* and *Maline* infamy), the combination of gameplay styles and superdeformed graphics make this one to check out in February.

ARC: TWILIGHT OF THE SPIRITS

A traditional one-player RPG from Sony, available in January. Boasts more than 60 hours of gameplay.

100 BULLETS

Available next September, this is a third-person action adventure based on the cult DC comic about government conspiracies.

LEGENDS OF WRESTLING: SHOWDOWN

The third in the LoW series marks the return of The Ultimate Warrior, who was originally due to reappear in *SmackDown!*

SPHINX AND THE CURSED MUMMY

A platformer-come-action adventure where you play as hero Sphinx or his goofy sidekick the Mummy on a quest to track down the stolen mystical crowns of Egypt.

THE RED STAR

A battle action game based on a comic which tells the story of an alternate Russia. Out in September.

GRADIUS V

Another classic shooter hits PS2, this time courtesy of Konami. We must admit that *R-Type*'s got our backing at the moment...

TEENAGE MUTANT NINJA TURTLES

Konami's cel-shaded fighting game with a Story mode that caters for one or two players slicing and dicing their way through 35 levels. Available in February.

WORLD CHAMPIONSHIP POOL 2004

Developed by the same guys who worked on the *World Championship Snooker* series for Codemasters. Destined to be the first online pool game for PS2.

POOL PARADISE

Archer Maclean's 'next gen' take on pool will arrive in March and sees him joining forces with Jimmy White for the fourth time. The game's set on a fantasy island.

WORLD CHAMPIONSHIP RUGBY

Jonah Lomu 2, basically. Developed by the same studio, it will feature the full England World Cup team licence. Expect it to arrive in time for the Six Nations (March/April).

ALTERED BEAST

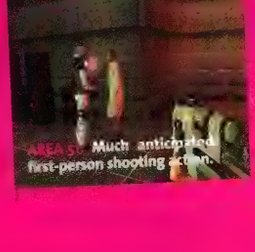
Update of the Sega classic. Sent in to investigate a deadly genetic outbreak, your ability to morph into eight mythical creatures will come in dead handy...

SPY HUNTER 2

Sixteen levels, the all-new G-8155 vehicle, smarter enemies, bigger bosses and the chance to upgrade your offensive and defensive weapons. Watch out for it in Q1.

X-MEN LEGENDS

More mutant-bashing but now in RPG form – which given the dubious quality of previous X-Men fighters, is fine by us.



RICHARD BURNS RALLY

SCi have an uphill struggle on their hands, attempting to knock *Colin McRae* and *WRC* from the podium in March.

THE BARD'S TALE

An RPG based on the original *The Bard's Tale* and adventure published by EA back in 1985. From the developers of *Baldur's Gate*.

THIS IS FOOTBALL 2004

The footy game that's always been in a different (lower) league compared to *PES* and *FIFA* gets the online/headset treatment in March.

THE SUFFERING

Ban this sick filth! Set in a prison complex in the 50s, the game starts its story talking about murder, rape and molestation and then gets *darker*.

MIDWAY ARCADE TREASURES

OK, so it's brand old rather than brand new, but this collection of 20 arcade classics should be worth a look next March.

LEGACY OF KAIN: DEFIANCE

We will be reviewing Eidos' brand new vampire adventure next issue as it's out on 6th February.

NFL STREET

EA Sports Big's down and dirty back alley take on *Madden* with a licensed hip-hop 'n' rock soundtrack and online features.

SILENT HILL 4

If only Konami can sustain the tension of the end of the last game for the entire Silent Hill 4 experience, they'll be laughing.

ICE NINE

Formely known as *Ice 9*, Bam's FPS will be finally published by Acclaim in the Spring and uses the *SOCOM* headset.

RISE TO HONOR

A Hong Kong action movie in a game. Likely to shit all over *Dead to Rights*, thanks to the motion-capture of the game's star, Jet Li and action choreography from Cory Yuen (The One/Kiss of the Dragon).

CY GIRLS

Released in February, this sees you swapping between the realworld and a Matrix-style cyberworld. Rumours abound of this being built on the *MGS2* engine.

R-TYPE FINAL

Out in the early hours of next year in the UK (and already available in Japan), Irem's phenomenal shooter shifts into a 3D environment for the first time.

NARC

Not an original title at all – it's Midway's remake of their 1988 arcade game. A third-person action-adventure (yawn), it's all about busting an international drug cartel.

AREA 51

Another Midway coin-op (this time a 90s light gun shooter) reworked for PS2, this time as an FPS.

DEADLY SKIES

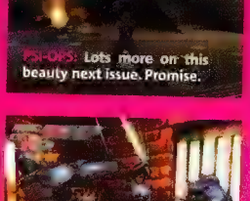
Konami'll release this aerial shoot-em-down in February. The diversity of planes on offer seems impressive.

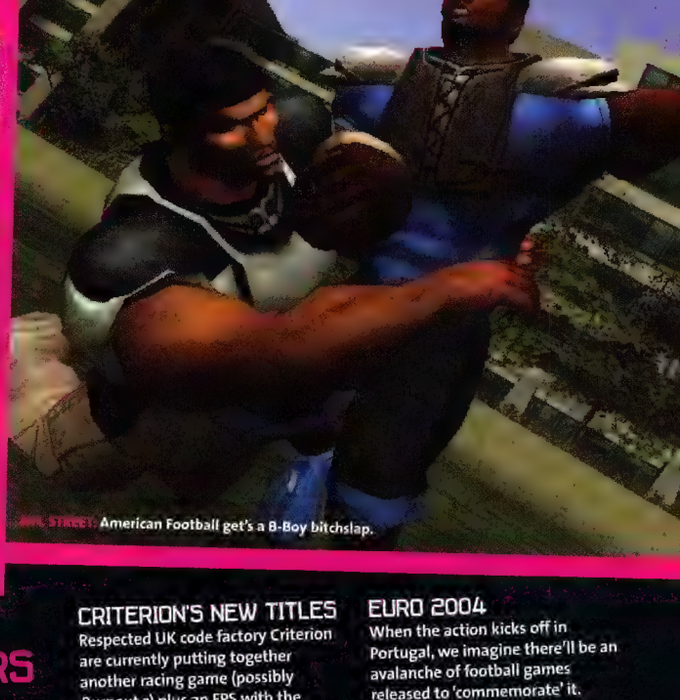
FORBIDDEN SIREN

Directed by Keichiro Toyama, who handled *Silent Hill* while at Konami, this dark tale of zombie bloodlust gets published by Sony in March. See our import review on page 90.

SINGSTAR (EYETOY COMPATIBLE) AND DJ

Two 'mainstream-pleasing' titles, both published by Sony at Easter and both using Sony's EyeToy trickery to ensnare the joypad-shy casual gamer.





SSSSH – DEVELOPERS AT WORK...

Most companies don't like spilling too many beans but here are a few key titles we already know about...

GUERRILLA'S GAME FOR EIDOS

As well as getting their heads down to finish *Killzone* for Sony, this Dutch developer are working on a third-person war-based action adventure for Eidos, due this summer.

CRITERION'S NEW TITLES

Respected UK code factory Criterion are currently putting together another racing game (possibly *Burnout 3*) plus an FPS with the working title of *Black*. See page 18 for the exclusive story on this!

FIFA STREET

EA Big do a football game? We'd put money on it. Remember Nike's game-in-a-ship ads? A bit like that.

KNOCKOUT KINGS 2005

There's enough breathing space between this and the 2002 edition for EA to enter the ring again.

EURO 2004

When the action kicks off in Portugal, we imagine there'll be an avalanche of football games released to 'commemorate' it.

EA'S RECENT ACQUISITION

Studio 33 – responsible for *Destruction Derby Arenas* for Sony – have just been bought up by EA. Expect a racer to appear soon...

SUPERHEROES

THQ have Capt. America, Nick Fury and The Call, while Activision boast Iron Man. Games are due in 04.

2004
YEAR OF HARDWARE

Two pieces of kit have been confirmed for the UK by Sony, while another should happen by the end of the year. Y'know, *maybe*. Exciting times ahead...

PSP

New opportunity to think outside the box, or the chance to bosh out a ton of scuddy platformers?

► Created by	**SCEI**
► Available in the UK	**Winter 2004**
► Expected price	**TBC**
► Who's going to want it	**18-40 year old blokes.**
► Chances of success	**Outstanding. All bets are off.**

Sony's entry into the handheld entertainment arena begins next Winter with the launch of the PSP. An initial concept image was released over a month ago and we still just can't stop talking about it. Reasons to love it? Its backlit 16:9 widescreen LCD. The new Universal Media Device (UMD) – 1.8GB of data in a disc that's half the size of a CD. Support from Sony's own ATRAC proprietary sound format, used in MiniDiscs (so it'll play games, movies *and* music, right?). A secure ROM cartridge to aid in anti-piracy (backed up with no Video Out port). Impressive. But there are still so many questions left unanswered. Are we talking PS1.5 or PS2 quality? Will the D-pad and analogue stick be raised up from the surface of the unit? We're not worried, really. Sony don't often make mistakes where toys for boys are concerned, so we're confident our dreams won't be smashed like shitty biscuits.

IS THAT EAT IN OR TAKE AWAY?

And welcome to the world of speculation! Only an idiot would stick his neck out and confirm which PS2 games are PSP-bound. But a games journalist would definitely make a few educated guesses...

COMPANY	PREDICTED PSP FRANCHISES
THQ	WWE SmackDown!, Red Faction
Vivendi	Crash Bandicoot, Spyro The Dragon
Activision	Tony Hawk's, Spider-man, Star Wars
Sony	WipEout, This Is Football, Jak & Daxter, Tekken Ratchet & Clank, Gran Turismo, everything!
Rockstar	GTA, Midnight Club
Konami	Pro Evo Soccer, Metal Gear Solid
Sega	Sonic The Hedgehog, Virtua Fighter
EA	FIFA, Medal of Honor, Harry Potter James Bond, Lord of the Rings, everything else!
Codemasters	LMA Manager, Colin McRae Rally
Eidos	Tomb Raider, Hitman
Atari	Driver, Terminator [illegible]
Capcom	Resident Evil, Devil May Cry

PSX

Clean lines, convergent technologies, ludicrous price?

► Created by	**SCEI**
► Available in the UK	**Autumn/Winter**
► Expected price	**£450-£600**
► Who's going to want it	**Flushed gadget-heads**
► Chances of success	**Depends on the price. It's a targeted, niche bit of gear.**

We're both surprised and pleased to see Sony releasing a piece of hardware in the UK which most of us will only be able to window shop for. A long-awaited set-top box that (with a high capacity hard drive) lets you play PS2 and PSone games, record TV content, attach still digital cameras (only Sony ones initially) and video cameras via USB, download firmware upgrades and play online games, burn DVDs *and* enjoy it all through a fast, smooth, user-pleasing interface? You'd think you'd mistakenly been transported to the year 2020.

Two versions have been announced for Japan, both due to arrive before the close of play 2003. The only difference is HDD capacity and cost. The 160GB model costs ¥79,800 (around £437 at current conversion rates), while the 250GB model – with a maximum 325 hours recording space at the lowest quality setting – will set you back a cool ¥99,800 (approximately £547). Disk space sure ain't cheap.

We're not entirely sure who'll get one when it's released over here. Its target audience probably already have a PS2, Sky+ and an iMac to burn DVDs. But the fact that you can do it all in one box under your TV makes life a little neater...

PStwo

Totally unconfirmed, but totally happening. Dude.

► Created by	**SCEI**
► Available in the UK	**Winter**
► Expected price	**£75-£90**
► Who's going to want it	**Everyone who bought a PSone**
► Chances of success	**Sound**

Sony managed to find a whole new gaming audience when they decided to shrink down the original PlayStation into the cutely-designed PSone so naturally, they're going to repeat the process with the PS2. Come this time next year, expect an all-new PlayStation 2 on the shelves with no hard disc or DVD remote control or network compatibility or anything – just pure 100% gaming for a younger audience. We expect this baby to fly...

PSM2 MOST ANTICIPATED!

DISC GO INFERNO: Ken Kutaragi shows us his – and it's tiny.

GOD ALMIGHTY!

TEAM:

PSM's CHOICE

You just wouldn't believe how well paid videogame journalists are. You *just* wouldn't believe it. Here are the games each of us are looking to piss away our loose change on next year...

MILF

1 Metal Gear Solid 3
"It's a new *Metal Gear* game obviously and there hasn't been a convincing jungle based game on PS2 yet – *Turok Evolution* was shit and *Medal of Honor: Rising Sun* was a little 'sparse' on the flora and fauna side. And c'mon, I didn't see any hollowed out crocodiles anywhere in there either. I mean, they're the new fire extinguishers!"

2 Killer 7
"You know what my game genre is? Multi-personality disabled hitmen games, that's what. It looks stunning (sorry, what was that? Cel-shading is past it? I don't think so, amigos...) and the genius that is Shinji Mikami (the game brain behind *Resi Evil* and the original *DMC*) is involved in the game."

3 Killzone
"I've been waiting for a killer FPS on PS2 for a long time and this should also shut up the Xbox community rabbiting on about *Halo*, if the AI is spot on in the enemies. Let's just hope, for my sake, that they cater for the left handed gamers amongst us and provide a decent control set up."

DAN V

1 Metal Gear Solid 3: Snake Eater
"Jungle warfare, snakes and camouflage – what more do you need in a game? This could quite easily be *the* game of 2004."

2 Splinter Cell 2: Pandora Tomorrow
"Absolutely loved the first game – addictive as hell and I couldn't put the pad down. If this can bring some gadgetry enhancements to the party, it's a must buy."

3 Gran Turismo 4
"This'll be the most realistic car game to hit PS2, with 600 cars to choose from and over 100 courses. The possibility of racing online only makes our expectations rise right though the roof."

JORIN

1. Grand Theft Auto
"The much-rumoured present day setting doesn't turn me off (although I know of some fools that are already whining about the fact that it's not set in the 80s again). What distinguishes this from the crowd isn't the sense of time, but the sense of *place*; the sense of being in a living, breathing, thinking environment where you can pretty much go where you like, do what you like, while the game manages to keep you ticking along on a central quest."

2 The Getaway 2
"Naturally, Sony will be seeking to eradicate the problems they took some stick over with the first game – namely that desperately shit targeting system – and bring an altogether fitter challenger to *GTA* to the fore. As long as they don't release this to coincide with *GTA4* (or whatever it'll be called), they'll have an audience – including us – willing to give Hammond another shot."

3 Transformers Armada: Prelude to Energon
"Anyone who can twin 'robots in disguise' with a slick game engine and rewarding play deserves a bit of recognition. The real reason I'm looking forward to Atari's car 'bot adventure more than I really should is that it's currently slated for a June release. Now, while I'll believe that when I see it, it's heartening to see a software company attempting to release one of their plum titles at a time other than Christmas."

ADRIAN

1 Grand Theft Auto 4
"No-one's quite sure where it's going to be set, but if there's the same shunt in quality from *Vice City* as exhibited between *GTA3* and *VC*, then this'll be another victory for Rockstar."

2 Killzone
"*Halo 2*? J-Lo's gnu, more like. *Killzone* looks like the first person shooter to beat next year – the new benchmark in graphics, gameplay 'n' guns. But no girls? Sheesh."

3 Metal Gear Solid 3
"It might be a predictable choice, but one of the laws of nature stipulates that sometimes you just need to back a winner. Kojima's adept at drip-feeding us enough enticing footage to keep us wanting more..."

DAN D

1 Killzone
"The problem with the best first-person shooter on PS2 – *TimeSplitters 2* – is that, er, no-one bought it. Actually, that's a lie. The many, many people who did get into Free Radical's stylised time-hopping game had a blast. But would you rather play as a disparate bunch of bandy-legged cartoon characters from throughout time or member of a futuristic commando squad on a suicidal mission? Exactly. *Killzone* could be the best thing to come out of Amsterdam since Patrick Kluivert."

2 Black
"*Burnout* came from nowhere to steal the PS2 Best Arcade Racer silverware and firmly put Criterion on the mainstream map. Naturally, everyone's keen to see how they can apply their knowhow to a shoot-em-up. The amount of sequels slated for Sony's system next year is predictable, but it's warming to know you can still isolate another new 'brand' as one of the things to look forward to."

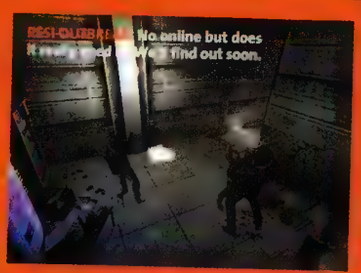
3 Pro Evolution Soccer 4
"I know, I know – after all I've said above, I've only gone and plumped for one of the most predictable sequels around. But what a sequel. *PES3*'s the most played game in the office – lunchtimes would just feel a little empty without it. Or at least *much quieter*. And after all that hair-triggered shooting next year, it'll be nice to unwind with another victory on the pitch. Watch out for *FIFA* though, Konami. We have a feeling EA could give you a much harder run for your money next year..."

DAN G

1 Metal Gear Solid 3
"Yes, there's undoubtedly going to be a reasonable amount of backstory to sift through and a convoluted, complex plot to unwind – this being set in the '60s means that it takes place before the events of *Metal Gear Solid* on PSone and *MGS2*. But I'm confidently predicting (fingers-crossed behind my back) that this'll take out all imitators with a couple of precisely targeted tranq darts."

2 Gran Turismo 4
"I like cars. I like them *a bit too much* at times. I'm also mad-keen on frame-rates in driving games – if developers can't throw the road at me as smoothly as my eyes can take it, they might as well not bother. *GT4* looks like satisfying me on both counts. We already know that some of you don't feel there's enough of a leap from *GT3* – visually and in how the thing plays – to warrant a second purchase. We don't want to question your judgement, but seriously..."

3 Resident Evil Outbreak
"Capcom might have lost their way with the series a little, but the online version should see them firmly back on track. Actually, we're treating this with caution – adopting a two-stage release plan (an offline version first, plus online version once the team have figured out a way around Europe's PS2 network system) seems like a sensible move, but we can't help feeling that the game's been created with faceless multiplayer fear in mind. An easier, shorter offline version might generate unwanted backlash..." PSM



DOG'S CHOICE

There are some games whose mere names are enough to turn the stomach. These are they.

RISK: GLOBAL DOMINATION
Slated in the US and we can't see it doing better over here in February.

TRIVIAL PURSUIT UNHINGED
Any game that features the word 'unhinged' in the title you've got to be worried about.

MX UNLEASHED
The same rule applies to the word 'unleashed'. Haven't we got enough motocross games now?

MTX MOTOTRAX
Apparently not! Activision's dirty bike game is out in Spring.

WRATH UNLEASHED
There's that 'unleashed' again. Mythological creatures, magical floating islands.

ADIBOO AND THE ENERGY THIEVES
A game for 7-year-olds.

LEISURE SUIT LARRY: MAGNA CUM LAUDE
The sort of thing PC geeks have been giggling at for years.

ASTERIX AND OBELIX XXL
A load of old gauls.

MCFARLANE'S EVIL PROPHECY
An action game set in the early 19th Century with Todd McFarlane's monster hunters. Hmm.

SPLINTER WONDERLAND: Look at that lush jungle scape. It can only be
THE GETAWAY: As unwieldy as an oil tanker but dig the swearing.
KILLER 7: A big hit with our resident psychopath, Milf.
PRO EVO: The fourth game will add online and better licences.

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Boundaries. Bones. Records. Hearts. Boards. Silence.
Egos. Minds. Wind. Laws. All broken.
Avalanches. Trees. Competitors. Ravines. Nightmares.
Blizzards. The Mountain. All after you.
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EA BIG
SSX3.co.uk

"THIS IS WHAT DEVIL MAY CRY 2 WANTED TO BE" – CASTLEVANIA: LAMENT OF INNOCENCE. SEE PAGE 64 FOR MORE

Revie

BECAUSE WE ONLY PREVIEW THE GAMES WE PLAY

60 SOCOM 2: US Navy Seals
Get your squad together and infiltrate some of the most dangerous places on the planet. Rejoice!

64 Castlevania: Lament of Innocence
Dark Dungeons, hideous vampires and that man Leon Belmont cracking his whip for the cause.

78 The Sims: Bustin Out
Is the sequel to one of the most original games ever any good? Well, you can make girls kiss - that's a good start...

You want more?!
Okay, what about reviews of Terminator 3 (68), Mission Impossible: Op Surma (72), Baldur's Gate 2 (88), Forbidden Siren (90) and so much more...

WELCOME...

Here at PSM2, we pride ourselves on getting things *right*. We don't take bungs from wheezy PRs or offer our 'expert' analysis on a game that we've played for ten minutes and laughed off the screen. Our 100% editorially independent reviews are written by real gamers like *you*, with years of experience working for the world's best games magazines.

PSM2 gives you more detail than any other magazine. Fact. More screenshots than any other magazine. Fact. More... er... this is bullshit, right? I'm supposed to be telling you how we are 'unbiased', 'critical' and... well, I could just reel off a list of things, but the truth is, it counts for nothing. Nada. Zip. The only things that matters is getting it right. If we don't come up to scratch, then you bloody well tell us about it. We've improved our reviews with even more detail than you've come to expect from PSM2. We'd be delighted to hear your comments. The hand-on-heart truth is, when we say we've spent 30 hours trying to nail the platinum challenges on *SSX3*, or stayed up until 2am adding stats to our developing players in Master League *PES3*, we mean it. And for all the false promises in the world, nothing feels more *right* than telling the truth. Enjoy.

HUGE REVIEW ► Page 60

SOCOM 2: US NAVY SEALS

"A Silent world... and arguably even more entertaining than MGS2"

PLAYING PS2 LONGER, HARDER,

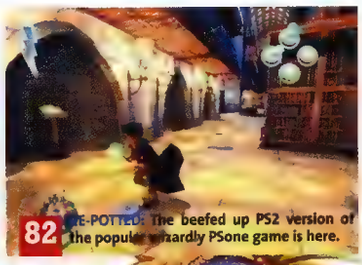
DANIEL GRIFFITHS
EDITOR: Been playing PS2 since it was just a twinkle in Ken Kutaragi's eye. By reaching in through his ears and twanging his tongue.

DANIEL DAWKINS
DEPUTY EDITOR: When he's not despairing over the obscene 'luck' that befalls the Welsh football/rugby/bowling team he plays *PES3*. A lot.

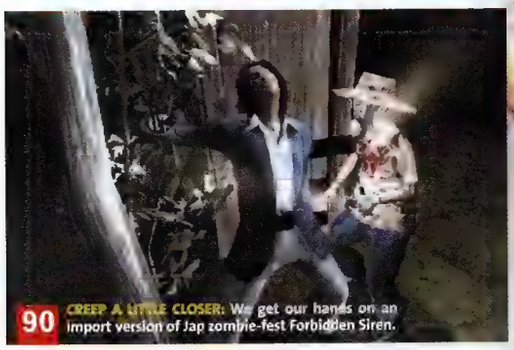
JORIN SIEVERS
PRODUCTION EDITOR: Jorin is from New Zealand. Therefore we can't understand a word he says. Anyone got a 'bilge' to 'English' dictionary?

EWS

68 TROUBLE, GUVNOR?: The full nonsense review of Atari's Terminator 3 blast[illegible] of the Machines.



82 RE-POTTED: The beefed up PS2 version of the popular wizardly PSone game is here.



90 CREEP A LITTLE CLOSER: We get our hands on an import version of Jap zombie-fest Forbidden Siren.

STUNNING Page 84 FINAL FANTASY 10-2

All the colourful characters that are the toast of Japanese gamers.

REVIEWED THIS MONTH!

SOCOM 2: US NAVY SEALS	60
CASTLEVANIA: LAMENT OF INNOCENCE	64
BATTLESTAR GALACTICA	66
TERMINATOR 3: RISE OF THE MACHINES	68
CROUCHING TIGER, HIDDEN DRAGON	70
MISSION IMPOSSIBLE: OPERATION SURMA	72
FAME ACADEMY	74
ROADKILL	76
WHITEOUT	77
CURSE: THE EYE OF ISIS	77
THE SIMS BUSTIN' OUT	78
HARRY POTTER AND THE PHILOSOPHER'S STONE: NEXT GENERATION	82
FINAL FANTASY X-2	84
DYNASTY TACTICS 2	86
BATMAN VS. THE ARMY OF TSU	87
ESPN NHL HOCKEY	87
BALDUR'S GATE: DARK ALLIANCE 2	88
FORBIDDEN SIREN	90
KILL SWITCH	92

DVD MOVIE REVIEWS

SHANGHAI KNIGHTS	94
IDENTITY	95
BRINGING DOWN THE HOUSE	95
WRONG TURN	95
EVANGELION	95

PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know you're in for a good time...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

FASTER THIS ISSUE:

ADRIAN LAWTON
DVD EDITOR: In charge of playing games all day, every day Adrian shows off the prize thumbs that have made him his fortune.

MILFORD COPPOCK
ART EDITOR: Well done, Milf. Another winner... Milf has much in common with the young Cézanne – they both hoard videogame crap from ebay.

DANIEL VINCENT
DEP ART ED: Dan's delicate ears won't bear the discordant strains of 'popular' music. It's 1,000 decibel death metal or nothing. Gah!

PSM2 REVIEW PROMISE

PSM2's review scores are the only ones you can trust. Here's why:

- PSM2 is 100% editorially independent. That means waffle-free, no-bullshit reviews that say what a game really plays like, good or bad.
- PSM2's reviews are written by PS2 experts – years of gaming experience working for the world's best games magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how 60Hz mode affects a game or what the network lag is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- We know that games cost over £30 – that's why PSM2 offers genuine buying advice. Look at our verdict box where we take apart games in terms of graphics, sound, gameplay and lifespan – our experts test the lot for you.
- We feature more screenshots than any other magazine and with PSM2 you see what a game really looks like, not shots of the CG intro or box artwork.
- PSM2's reviews are illustrated with secret characters, end level bosses, later levels and different modes – that's because we play harder and finish more games than any other magazine. Our screenshots are taken as we play.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2. It means you can trust our marking. If you see a high score in PSM2, you're guaranteed a great game!
- PSM2 is written by gamers for gamers – and that means while we're first with the big budget blockbusters, we're also behind the smaller, but equally great, titles that real gamers love.

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

INFOSTRIP

DETAILS

Developer: Zipper
Publisher: Sony
Players: 1-16 (with online)
Memory Save: 3,000K
Widescreen: No
50-60Hz: No
Surround Sound: Yes

GAMEPIE

50% The original *SOCOM*. Duh.
20% Chatting to someone called FragMaster from Wisconsin.
20% Shooting someone called FragMaster from Wisconsin.
10% Hang on, don't you know there's a war on?

PUBTALK

The smart arse thing to say down the boozer.

"Of course, an SAS game would be much better. Before they went under, Rage Software had one in development..."

GAMEFAX

TRIVBURST

- Voice and text chat.
- 12 single-player missions.
- 12 new online missions
- Downloadable content in the near future.
- New weapons include fixed emplacements.

QUESTION...
SOCOM 2 developer Zipper Interactive have made another PS2 war game – what's it called?

DOT.COM
us.playstation.com
As you'd expect, the official *SOCOM 2* site is rammed with rabid forums and downloads. Also check out www.socomclans.net for the unofficial line.

ANSWER
Top Gun: Combat Zone. Released by Virgin in the UK, this air combat game scored 67% way back in PSM2#16. It was... alright.

PSM2 GOLD AWARD

"EVERYONE IN THE FREE WORLD REJOICE!"

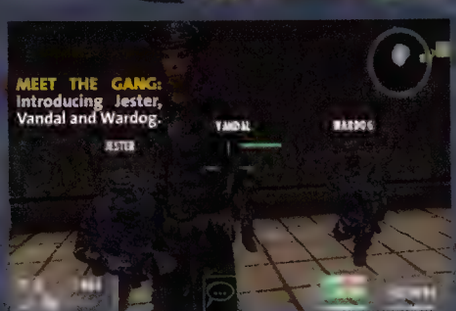
SOCOM 2: U.S. NAVY SEALS

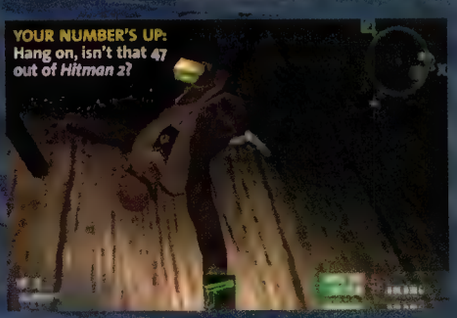
Ever fancied defending the free world? Or just like taking out your fellow gamers online? Whatever your tastes, this game is for you.

He jerks backwards, limbs curling, red ooze swirling from his head as his brain leaves in globs. Your intercom crackles, "Scratch one Tango". The ex-terrorist hits the ground like a skydiver. If only it were this easy in real life, huh? America certainly wishes it was, a wish reflected in super-healthy Stateside sales of this extremist-exterminating sequel and record numbers of gamers online. If only it were this easy – airport security could be replaced with a few clumps of long grass. Every few minutes, the soft explosion of silenced weapons and the suspicious young man bound for JFK sinks to the floor. A girl's hand twitches in her mother's as she blinks brain matter from her lashes. "Target neutralised". Everybody in the free world rejoice.

Happily for us, there's more to this game's success than some timely wish-fulfilment. *SOCOM: US Navy SEALs* was a great and amusing game – *SOCOM 2* is better. Once again you lead a squad of four, creeping into the worst places on earth to sabotage the bearings on the Axis Of Evil. And everything's a bit bigger and cleverer this time, though not – in the case of the terrorists – clever enough to buy a leather jacket made after 1975. Your squad mates have developed a healthy aversion to crossing your sights, whereas before they were practically begging for a bit of friendly fire. Zipper Interactive is clearly embarrassed about that and have replaced your right-hand man, claiming Boomer left due to 'injuries' received in such an incident. Actually, after accidentally winging Boomer a few times we used to find it hard to stop, standing over his body loading clip after clip until someone gently put their hand on our shoulder and whispered 'it's over'.

Generally, though, they're pretty good at carrying out your orders. In fact sometimes it's better to leave the shooting to them, which is pretty high praise. Isolated terrorists are best dealt with by leading your men into position, then [illegible] fire. At will, take aim at the [illegible] ►





"SOCOM WAS A GREAT GAME. SOCOM 2 IS A WHOLE LOT BETTER"

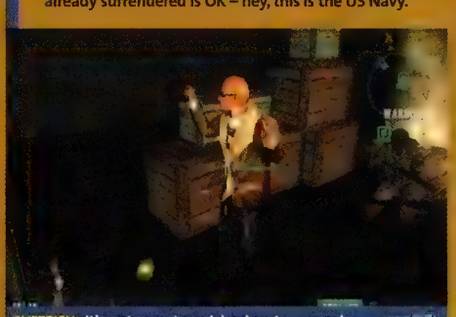
EXTRAS! EXTRAS! EXTRAS!

The spoils of war..

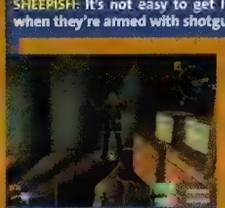
- Just like the original, there's no real need for unlockable extras. Online play offers limitless possibilities.
- However if you do want extra content, keep an eye on the official home page for free downloads. We expect new weapons and maps –

WANTED: DEAD OR ALIVE

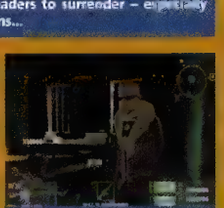
Some people – especially leaders – are best taken alive. Wound one, get close and they'll put down the gun and surrender. Restrain them and they'll stay put until you order them to follow. And shooting people who've already surrendered is OK – hey, this is the US Navy.



SHEEPISH: It's not easy to get leaders to surrender – especially when they're armed with shotguns...



BACK-UP: Hint – put your SOCOM team on Hold Fire.



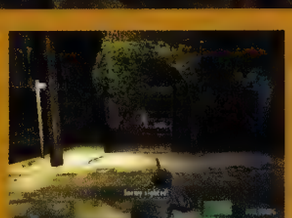
STAY: Kill everyone before moving important people.

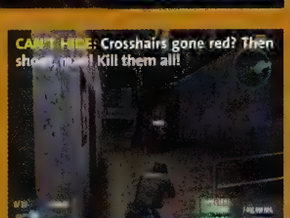
escape, failing the mission entirely if they do, but there's a good balance – stealth's always important, but only sometimes vital.

NAVY INTELLIGENCE

With this in mind, one of the most useful orders is Get Down, which gets everyone prone and holding station – very useful if cover is sparse. It's not like you can fit four heavily armed men in one bush, after all, though no doubt there's a website that's tried it. Annoyingly, though, your Able squad partner will get up and follow you if you wander too far, sometimes in a rather blundering manner. How do they fare in the new urban environments? Very well, though they tend to loiter in small doorways and physically prevent you from leaving. Well, nobody likes to be alone.

Moments of squad stupidity may be rare, but they do occur. Once, for instance, Wardog (whose real name is surely Rodney Spuntz or maybe Tammy F Elbow) simply sat in front of a very bad man and took every bullet until we saved him. By then he was a sliver from death and later died after kneeling on a sharp piece of gravel. This same war hero also managed to walk off a roof instead of going up a ladder, which did almost as much

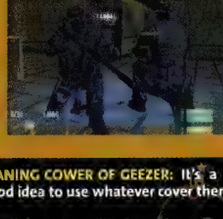




CAN'T HIDE: Crosshairs gone red? Then shoot, man! Kill them all!

"WOUND SOMEONE AND THEY'LL RUN OFF TO WARN THE OTHERS"

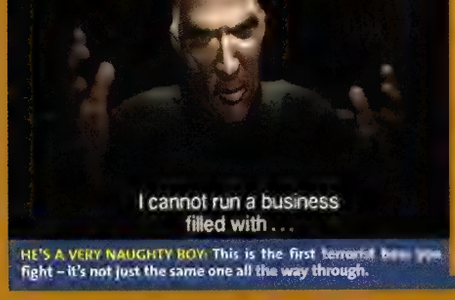
chanting into the headset like some kind of deadly call centre lunatic, or simply with the joypad). The ensuing attack instantaneously pins the bad guys on a tripod of fire – it could hardly be more efficient and there's little chance for anyone to escape and raise the alarm. You really must make sure they're isolated, though, as unsilenced weapons or unseen back-up can lead to real complications. Just wound someone and they'll run off to warn the others, often spoiling an objective and making things harder. Plus, certain key characters will attempt to



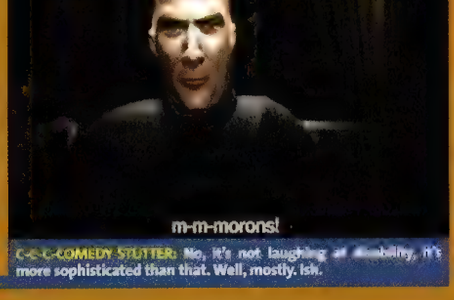
BLUES AND TWOS: Glow st... Good for impromptu SOCOM ra...

TAKE (DOWN) MY MOTHER IN LAW

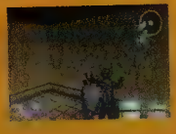
Surprisingly, *SOCOM 2* is quite jovial at heart. Movies and conversations are often jokey, while still managing to flesh out characters better than most 'serious' titles. While not as slapstick as *Vice City*, the opening sequence sets the tone with incongruous details such as luxury chocolates, a concern for terrorist property and a stuttering psychopath. Right.

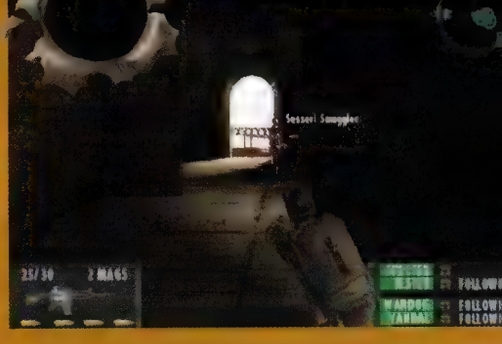


HE'S A VERY NAUGHTY BOY: This is the first terrorist [illegible] fight – it's not just the same one all the way through.

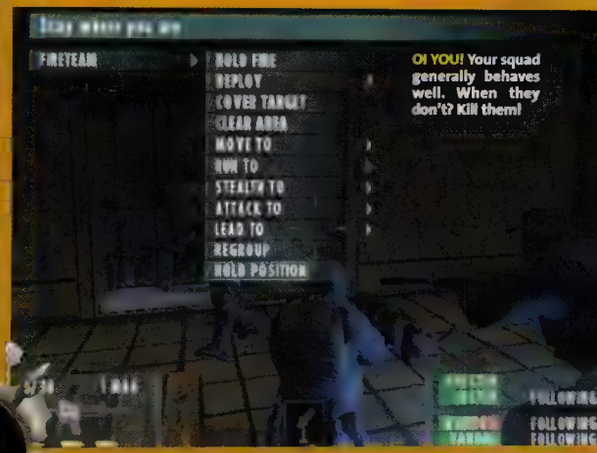


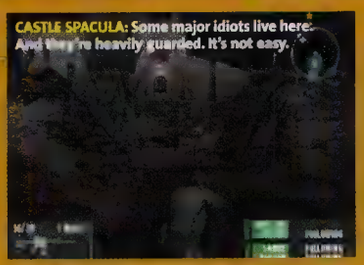
C-C-C-COMEDY STUTTER: No, it's not laughing at [illegible], it's more sophisticated than that. Well, mostly. Ish.

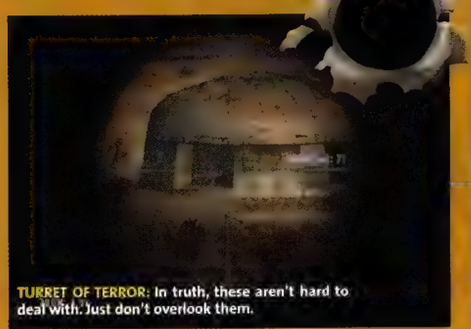




"BUY A NETWORK ADAPTOR AND SUBMERGE INTO SOCOM'S ONLINE WORLD"

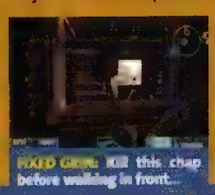


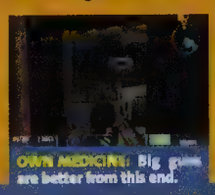




TERRORIST WEAPONS AND TACTICS

Though there are plenty of guns, you can only carry two at a time – the pistol and rifle. So, when you come across a sniper rifle or shotgun, should you take it? Checking your objective movie helps, but it's often a tough decision and can make a lot of difference.





damage as running all the way back – taking fire from everyone we'd just crept past – managed to do. And this after he'd simply refused to stop squatting at the top of another ladder until we put a gun in his stomach and pulled the trigger. Naturally, when he finally got back to the roof we shot him. It's perfectly possible to lose team-mates and it's only over once they're all dead. Anyway, you can always tell their families they died as heroes in combat. How well you look after them is up to your conscience.

One of the most pleasing aspects of *SOCOM 2* is its flexibility. There are many objectives in each of the geographically huge missions and a lot are added as you go, giving at least the impression of doing things on the fly. Many secondary objectives can be failed without ending the mission, as well – meaning far less reloading than would otherwise be the case – but, importantly, doing so often makes things harder. Thorough players can actually make later missions easier, too, by searching for intelligence such as cameras, maps, files or laptops. For instance, finding the map in the Smuggler's Mountain mansion gives you the location of a jungle drug lab. Without it you must tail the guards (tricky) or search for the camouflaged entrance yourself (a total bitch). Such rewards, alongside intricate dissections of your performances and the base pleasure of silently, coldly assassinating the unfortunate to tick off every objective gives great replay value.

BROADBAND BATTLES

With relatively poor broadband coverage here the expanded online section is going to be less of a draw than it is in The States. Which is a shame, as it's still just as much fun, bears re-jigged favourite and new missions and is easier to use than before. So, if you've got the network adaptor, buy *SOCOM 2* and enjoy it all – and if you haven't, buy it anyway and submerge into a silent world far deeper and, arguably, more entertaining than even *Metal Gear Solid 2*. How is that possible? Well, in Kojima's game the beautiful details are incidental. Here they all count. **Daniel Griffiths**

■ SOCOM 2 *escapes from captivity this March.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Rewarding and detailed, plenty to replay. – Squad mates do occasionally blunder.	+ Sumptuous and involving organic scenes. – Occasionally too dark to spot enemies properly.	+ Great ambient noise and good voice acting. – Occasional voice samples playing over each other.

LIFESPAN

Lots of depth to the single player game, plus there are hours of online killing. But, not everyone will see the multiplayer game.

MINUTES — YEARS

IT'S BETTER THAN...
SOCOM US NAVY SEALS

IT'S WORSE THAN...
TIMESPLITTERS 2

SOCOM 2 is immersive, dramatic, exciting, detailed, never dull, challenging, extremely good looking and worth hooking up to broadband for. Buy it.

90

INFOSTRIP

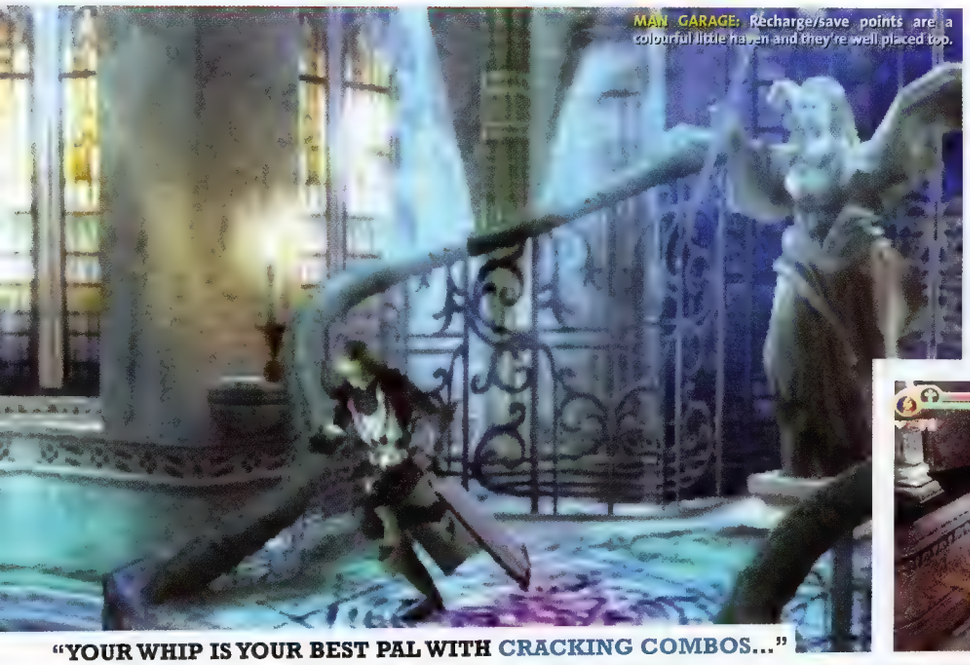
DETAILS
Developer: KCEJ
Publisher: Konami
Players: 1
Memory Save: 982K
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

TOP 5 VAMPIRES
- Dracula/Duckula
- Kate Beckinsale
- Mr Lestat
- Count Von Count
- Wesley Snipes

GAMEPIE
60% *Devil May Cry*
20% *Castlevania Symphony of the Night* (PSone)
10% Old school Japanese platforming
5% Looking too much like a girl
5% Indiana Jones

GAMEFAX
Adventure · Horror · Sequel · Violent

TRIVBURST
- Five levels that can be tackled in any order
- Dozens of whip combos to unlock.
- Buckets of sub-weapons, each with a number of ways to be unleashed.


MAN GARAGE: Recharge/save points are a colourful little haven and they're well placed too.

ROOT: 666: Skeleton flowers are nasty in a group, but complete pansies on their own.

HIT: Those squashed red numbers record the damage cause, they're not a special attack.

PURPLE REIGN: Any ray beam attacks like this will encase you in stone for a couple of seconds.

"YOUR WHIP IS YOUR BEST PAL WITH CRACKING COMBOS..."

CASTLEVANIA
LAMENT OF INNOCENCE

Finally, a 3D Castlevania game whose blood type isn't, oh, negative. This time it's triple-A positive.

GORGON'S GAZE: The second boss is tricky, until you get the rhythm of shocking.

Nostalgia is usually followed by a good whinge. Here we go, then: that *Castlevania* series was really quite good, wasn't it? Until they tried to plump it out into a 3D game several years back and failed miserably, the end results deserving to be buried upside down with a clove of garlic in its backside, in a ditch beneath a crucifix factory. Well, things weren't really as bad as that, but nostalgia also brings exaggeration, y'know?

But they've finally done it. It's taken Konami quite a while; it's like they needed prompting from the (relative) success of both *Devil May Cry 2* and *Rygar*, before they would lend any next-gen limelight to their most-loved, but most poorly-updated series. *Lament Of Innocence* shares plenty with *Devil May Cry*, more than just a lead character with a fetish for uncoordinated clothing. The fixed camera work, the thrashing mosh pit of graceful ultra-violence, the procession of rooms filled with spawning, baying ghouls from under Hell's own toilet rim.

But it's not just a procession of rooms, really.

WHIP IT: Skeletons shatter and scatter into a satisfying pile of cracked ribs.

TIMING = EVERYTHING: Time your block perfectly and you're rewarded with magic.

GAMEDIGIT

9 Number of *Castlevania* games released to date for NES, SNES, N64 and PSone.

PREVIOUSLY IN PSM2...

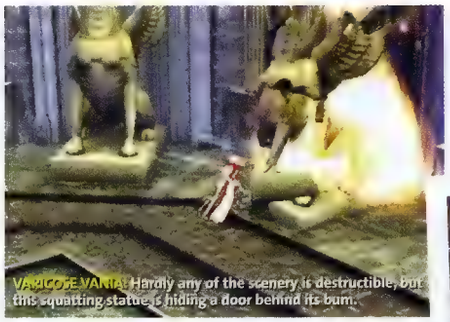
"SOME CHARACTER ACTION NEEDS SMOOTHING, BUT IT'S SHAPING UP NICELY."

PSM2#43

PUBTALK

The smart arse thing to say down the boozer.

"Well, obviously it's exactly like the old PSone game only with a bit of *Devil May Cry*. Finished it last week."



VARICOSE VANIA: Hardly any of the scenery is destructible, but this squatting statue is hiding a door behind its bum.

MEET CLEAVER: This isn't a boss. Baddies of this size and nastiness turn up pretty much everywhere.

GREEN CURRY: Zombies move slowly, but goo up some highly-acidic pools of poison to keep you at bay.

SWITCHING HOUR: Numerous statues have to be knocked into place in order to unlock colour-coded doors.

"FILLED WITH BAYING GHOULS FROM UNDER HELL'S TOILET RIM"

You've got a canny hub structure in place, that allows you to flit between five levels as you get more powerful and capable of reaching new places. Hubs always mean a sense of non-linearity and proper exploration, but they also mean lots of backtracking, although there's not too much here, thankfully. Each level is themed in a typical style (haunted theatre house, haunted garden, haunted lab etc.), but all manage to retain a persistent sense of atmosphere, the very same that strikes you when you enter the forbidding main castle itself. And that's half of what *Castlevania* games have always been about: a haunting, cod-gothic atmosphere that's so tangible that you could keep fish in it. It's here, in spades, or rather, stakes and it's mostly thanks to the excellent music – the tunes here are luxurious orchestral arrangements, but they do come with an occasional hint of 16-bit cheese, so perhaps a tweak with the options is in order?

The other half is the product of a rich imagination: room-quaking boss characters and the kind of whip-cracking combat that thumps you in the eyes. It's all here: plenty of colour, especially in the lighting effects and whizz-bang special attacks and some beautifully ugly enemies. Your whip is your best pal, curling and cracking like the deadly weapon it is and offering up dozens of thoughtful combos. Also, the range of your attack helps keep the frustration of fixed camera angles to a thankfully negligible minimum.

Drawbacks? While there are plenty of set-pieces scattered through each level, a lot of the game is just fighting in a square rooms, albeit very pretty ones. And while there are no loading times, the cost of such an achievement is a regular series of corridors where very little happens, like some kind of dank and well-lit waiting room.

They've revamped the vamp franchise into something with a new baby smell to it – a game lifted by its own history rather than weighed down by it. It's obviously an excellent action adventure in it's own right, but there's a rich vein of vitamin 'Vania here for the followers too. There's nothing dazzling about the way the game unfolds, that's a given, but there's so much spark and thunder to the action that you can't help but have a quality time all of the time.

This is Konami back in top adventuring form and there's not a Hideo Kojima in sight. Got blood? Stick your neck out and give generously. Whip Drac away, indeed. **Steven Bailey**

■ *Castlevania* is uncoiling in the shops early next year, probably before sundown. Or when it's dark.

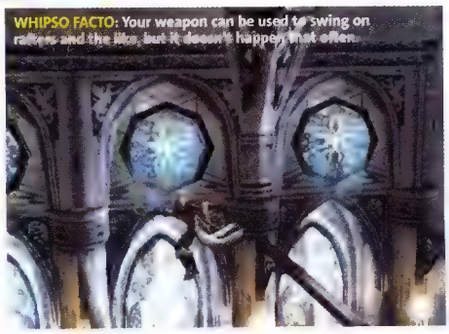
BRING OUT THE DEAD...

A number of mini-statues, chocka with masses of magical power, can be collected and activated for short periods of time to boost your murder power. The first mini-statue you meet lets you trail a line of white-hot flame behind you, like some kind of vindaloo slug. Well, kind of.

LIKE JESUS: There you go – tracing out a searing channel of flame with your feet.

CROSS PURPOSES: This is one of your sub-weapons being all souped up. Ooh shiny.

LEAP HERE: While blocking you can leap (and, later, double leap) in any direction to dodge incoming death.



WHIPSO FACTO: Your weapon can be used to swing on rafters and the like, but it doesn't happen that often.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Responsive and acrobatic whip-cracking combat. – But that's your lot. You'll have to love fighting.	+ Busy with detail, pizzazz and great backgrounds. – Not quite up there with *Persia* and *Jak II*.	+ Sweeping strings bring the undead fracas to life. – If you're after 'cinematic' music, you'll be cringing.

LIFESPAN

There's the 100% exploration to aim for, even after completion but even then it's not huge, so just replay it with the secret characters.

MINUTES ——— YEARS

IT'S BETTER THAN...
DEVIL MAY CRY 2

IT'S WORSE THAN...
DEVIL MAY CRY

This is what *Devil May Cry 2* wanted to be – a frantic and engaging adventure, framed in an undead carnival of atmosphere. Suffice to say, bloody good.

85

INFOSTRIP

DETAILS
Developer: Warthog
Publisher: Vivendi
Players: 1
Memory Save: 982K
Widescreen: No
50-60Hz: No.
Surround Sound: No

PREVIOUSLY IN PSM2...
"THE FRAME-RATE NEEDS A BOOST WHILE THE AI COULD DO WITH BALANCING..."
PSM2#37

GAMEFAX
Air combat · Sci-fi · TV tie-in · Hard

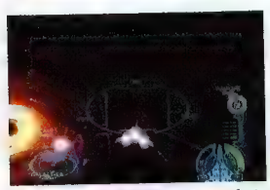
TRIVBURST
- The game is based on the all-new 2003 Battlestar Galactica US TV show.
- Back in the 70s though, the PS2 game features Apollo and Starbuck as unlockable wingmen.

WATCH IT ON THE DVD VIDEO

(FRIENDLY) FIRE IN THE HOLE! The number one cause of death among new pilots? Accidentally flying into your own explosions.

THE MONEY SHOT

WEAK DEFENCE: They might look the business but the Battlestars are crap at repelling attackers.



ALL FLIGHT ON THE NIGHT: Go too fast and your shields simply shut down.

"THE HARDEST GAME IN THE SOLAR SYSTEM. SORT OF"

BATTLESTAR GALACTICA

SIGHT AND SOUNDS: Holding down Ⓐ is the most

A rag-tag fugitive fleet is on a lonely quest for a shining planet known as... Earth

Funny thing, coincidence. For instance, the Battlestar Galactica TV show came out in 1978 – the year after Star Wars. It had a cocky kid pilot, some cute robots and a score that sounded like John Williams. And then it got sued by George Lucas. Fast forward 25 years to a new American TV show and the inevitable PS2 license and... well, now there's a coincidence.

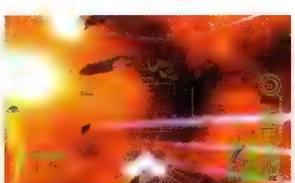
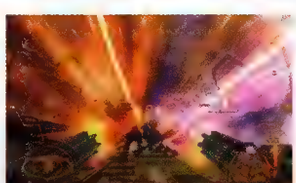
See, *Battlestar Galactica* pretty much is *Star Wars: Jedi Starfighter*, except without the banana-shaped ships or planet-based levels. Missions on the fly? Check. Boss your wingmen about? Yup. Deep space dogfights? Oh yes. Granted there's a sprinkling of flight-sim complexity thanks to some intricate aerial manoeuvres and an energy management system, but, at the end of the day, *Galactica* basically is *Starfighter* but with less visual sparkle. Unrelatedly, it's also the hardest game in the entire solar system. Well, sort of.

Avoiding getting shot at isn't too much of a problem, because even though your evasive tactics range from rolls to 180° spacebrake turns, wobbling the analogue a little bit is usually enough to shake even the most persistent Cylon pilot. The trouble starts when you're instructed to protect the Battlestars, because the AI's so terrifyingly unpredictable you can win or lose almost arbitrarily. 'Dammit, watch my six!' yelps hero Adama, getting his ass shot off. On the next run he might survive , only for the Battlestar to get invaded thanks to the newfound tenacity of a now-crackshot Cylon troop carrier. Conversely, the next time you might breeze through the exact same mission, then get stuck up against the Cylon ship while you're trying to run away. And the next time? Well, there probably won't be one as you'll have taken it back to the shops... **Joel Snape**

■ *Battlestar Galactica is in spaceshops now. Hmm.*

TAKE IT TO THE BRIDGE

Your mission? To defend the Galactica. Your enemy? Those metal-hearted Cylons, obviously. How to do it? Well, there are three tried and true methods, each slightly less annoying than the last. Either way, they'll wind up dead robot.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Sending your missiles scooting off is a joy. – Insanely random AI makes missions a chore.	+ Gets 'space' spot on – big, dark, empty... – ...and, obviously, a bit dull. And not detailed.	+ Guest voiceovers from the original cast! – The explosion noises suck mighty ass.

LIFESPAN
Tough, but in an insanely-hard-war-of-attrition way that could make you unlikely to want to stick with it until the end.
MINUTES — YEARS

IT'S BETTER THAN...
DRAGON RAGE

IT'S WORSE THAN...
JEDI STARFIGHTER

Likely to destroy your fond memories of the original TV show (and your chances of watching the new one). Get *Star Wars: Jedi Starfighter* instead.

59

WHATEVER
PlayStation 2
To be a world-class rally driver, you have to do whatever it ta
Sometimes, that means you do exactly what your navigator sa
Other times, you just have to stab it and steer.
uk.playstation.com
fun,
anyone?
PlayStation 2

INFOSTRIP

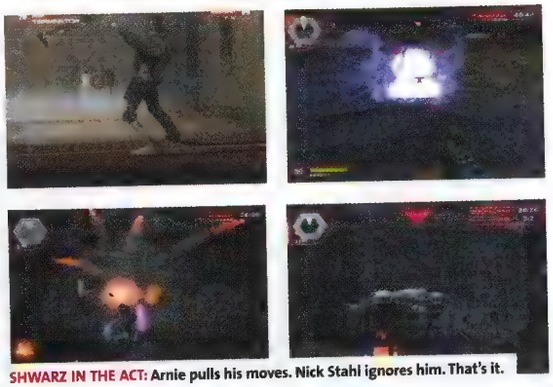
DETAILS
Developer: Black Ops
Publisher: Atari
Players: 1
Memory Size: 199Kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"SEEN T3 IN SHOPS? WELL, THAT'S BECAUSE WE'RE NOT 'ALLOWED' TO REVIEW IT..."
PSM2#43

GAMEFAX
FPS · Film tie-in · Robots · Shit

TRIVBURST
- 18 levels. None of which you'll want to play.
- Bonus unseen footage plus film stills. The stills are quite lovely.
- Fighting *and* shooting? We should be grateful...

BLAST ORDERS: Sinister bonus footage of legions of T800s...


SHWARZ IN THE ACT: Arnie pulls his moves. Nick Stahl ignores him. That's it.

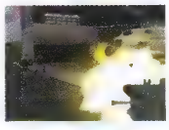
"AT LEAST YOU CAN THROW EACH OTHER INTO WALLS"

TERMINATOR 3
RISE OF THE MACHINES

It's mainly Atari's fault if your PS2 hates you after a few hours on this...

DEMISE OF THE MACHINES

Below is a shot of Arnie hanging off a fire truck. Imagine a game where you control the truck with one analogue stick and Arnie with the other. Or it was a driving mini-game. Or you used your TerminatorVision to actually solve this puzzle rather than just making the screen go red. Or back in the Real World™, it could just be another backdrop to another boring fight. Sigh.

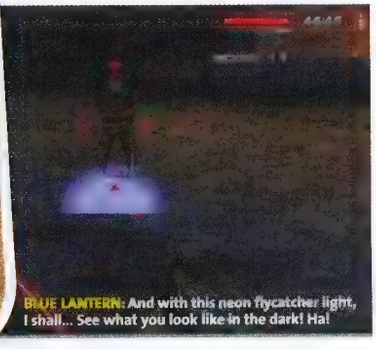


TRUCK OFF! Above is the template for a really good driving/action game. Shame it wasn't the one we reviewed.

It's easy to make fun of Arnold Schwarzenneger – and it's fun, too. But just for the moment, let's set aside the hi-larious irony of him comparing American troops to robotic murderers ('Youu are thee reeeall Ter-min-a-dors'), his inexplicable love of Humvees, pretty much all of The Last Action Hero and the fact that he's *in charge of California* now, because, after all – we're just a games mag. And this – hoorah – is your first chance *ever* to play a game involving Ah-nold, unless you count the one that involves doing a shot of vodka every time he says something stupid in Batman And Robin.

Anyway. Ah-nold's main contribution to *Terminator 3* is his sexy Austrian twang and you're going to *love* hearing him spout one-liners as he picks up ammo and shoots down T-800s. 'Lock und load', 'Fantastic', 'Excellent', 'Who is your daddy und what does he dooo?' Actually, that last one was from Kindergarten Cop, but you get the point. If it's vaguely Teutonic soundbites you're after, you're in luck.

Ah-nold's second contribution, of course, is the face that showed us the meaning of fear in Junior. It's mainly a first-person shooter, so if you want to see his sculpted Austrian ass you're better off watching any of the Terminator films, but there's a beat-em-up segment to showcase his legendary Austrian fighting abilities. Strangely, this mainly involves hammering the button and watching while Ah-nold does his two moves in fights against a PVC-wearing robolady. At least you can throw each other into walls.


BLUE LANTERN: And with this neon flycatcher light, I shall... See what you look like in the dark! Ha!

GAMEDIGIT

170 Reported budget in *millions of dollars* for the Rise of the Machines movie. Shit...

TOP 5 ROBOTS

- Clank
- Sideswipe
- Inspector Gadget
- Jehuty out of *ZOE*
- Adrian Lawton

GAMEPIE

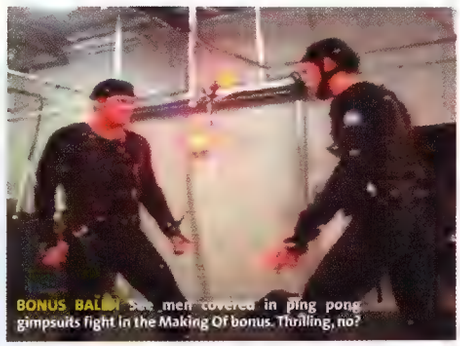
45% Any generic PS2 action game
45% Getting it in the shops before the reviews hit
5% "Being back"
4% The Future™
1% Austrian oak

PUBTALK

The smart arse thing to say down the boozer.

"Well, it's not anywhere near as good as *RoboCop vs The Terminator* on the Megadrive. I could've told you that for nothing."

I'LL BE BAAARGH! Arnie forgets his Quattro and gets a close shave the hard way.



BONUS BALL! See men covered in ping pong gimpsuits fight in the Making Of bonus. Thrilling, no?

ROBOT WARS: Now this is either a sitting robo-duck or one of Milf's 'secret' videos...

EXTRAS! EXTRAS! EXTRAS!

T3 bonus material

- The game has plenty of deleted scenes from T3 dotted around for your enjoyment including a certain ass shot to be found elsewhere on these pages.
- For those who prefer more gamesy extras, Atari have included plenty of retro arcade games including *Centipede (above).*

Anyway. *Anyway*. Shooting! That's what Ah-nold's all about – kneecapping coppers and blowing up trees with a great big gatling gun. And yes, the shooting works with scary Terminator-like efficiency. Not because you can switch to everything-goes-red TerminatorVision (although you can), but because it's so stupidly easy.

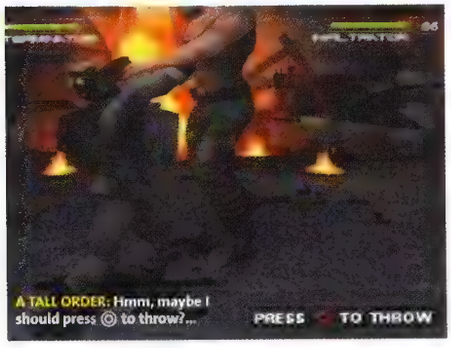
Press L1, and Ah-nold locks onto the nearest threat. Press R1, and he shoots it. If you like, you can intersperse this with your own soundbites – 'Haaasta La Viiista' – just don't forget which button does the locking on. The only potential problem's a lack of ammo and the fact that Ah-nold takes about three seconds to switch between weapons. In fact, you'll frequently tap the directional button to change to, say, plasma grenades, decide that it hasn't acknowledged your command, tap it again, then watch in disbelief as he slooowly cycles past them to the useless 'fist' attack. It's a little-known fact that if Terminators really worked like this, there'd be a lot more people called Sarah Connor in the world today. Of course, you might think it's a bit strange that they haven't bothered including a driving game in a hastily-cobbled together accompaniment to the most petrol-centric film of 2003 – and you'd be right. *T3* compensates for that by setting huge sections of the game in the future, where you fight light grey robots on a dark grey background, with occasional bursts of camo to lighten the mood. And, as everyone knows, in the future everyone fires big bursts of energy instead of proper guns and the explosions are all crap.

When you get to the vibrant world of pet shops and morgues that are in the film, the contrast's certainly marked, but the game's content stays largely the same. The one moment of genuine Terminator omnipotence comes when you're blowing police cars up to stop them following you, but even then there's a startling lack of Arnie-style meatiness. It's largely down to programming laziness. Example? Punch a car's window and it doesn't react at all until it explodes on the fifth thwack.

You might not remember the *Terminator 2* arcade game with the front-mounted plastic machine gun, but please understand – it was about six billion times as much fun as this and had slightly better graphics.

As far as games about futuristic killing machines go, this one ranks somewhere alongside Ocean's 1990 effort where you barrelled along protecting John Connor in a top-down motorbike racing section. For Arnie-based enjoyment, it ranks somewhere between watching Pumping Iron and listening to him talk about California's environmental laws. And as an FPS, it goes somewhere below stalking He-Man figures with a water pistol and a motorbike helmet. Buying this would be as stupid as putting the star of Hercules In New York in charge of the planet's fifth-largest econom... oh, wait a minute. **Joel Snape**

■ **Funnily enough, *T3* is in the shops as we type. Yes, right now. Makes you wonder, don't it?**

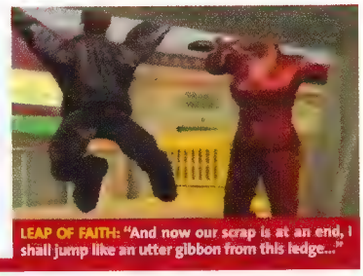


A TALL ORDER: Hmm, maybe I should press ◎ to throw?...

FIST OF IRON

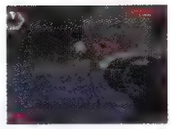
You get three chances to swing your big titanium arms in *T3* – once against a carbon copy of yourself and twice against the T-X. She's got all sorts of moves, from the arm-mounted laser cannon to the point-blank facial flamethrow. Sadly, you're restricted to punching and throwing. Not that it really matters, as it's all incredibly bland and you don't care whether you win or lose. Bah.

DROID RAGE: She moves pretty well for someone in a leather trousersuit, mind.



LEAP OF FAITH: "And now our scrap is at an end, I shall jump like an utter gibbon from this ledge..."

"FIGHT LIGHT GREY ROBOTS ON A DARK GREY BACKGROUND"



PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Shooting things? With a gun, you say? Ingenious. – Um, you don't really have to aim at stuff.	+ Arnie's hands get mashed as you take damage. – Murky and confusing, especially the future bit.	+ Arnie says things like 'Excellent.' Brilliant, eh? – The in-game explosions sound bloody awful.

LIFESPAN

Ummm... Er... Look, just cheat, watch all the lovely bonus footage and take it back to the shop. It'll be a lot less painful that way.

MINUTES — YEARS

IT'S BETTER THAN...
TWINS

IT'S WORSE THAN...
HALF-LIFE

Not so much a game as an ordeal. You'll have as much fun 'earning' T3 movie clips as you would have punching yourself in the nuts with an ashtray. Really.

35

INFOSTRIP

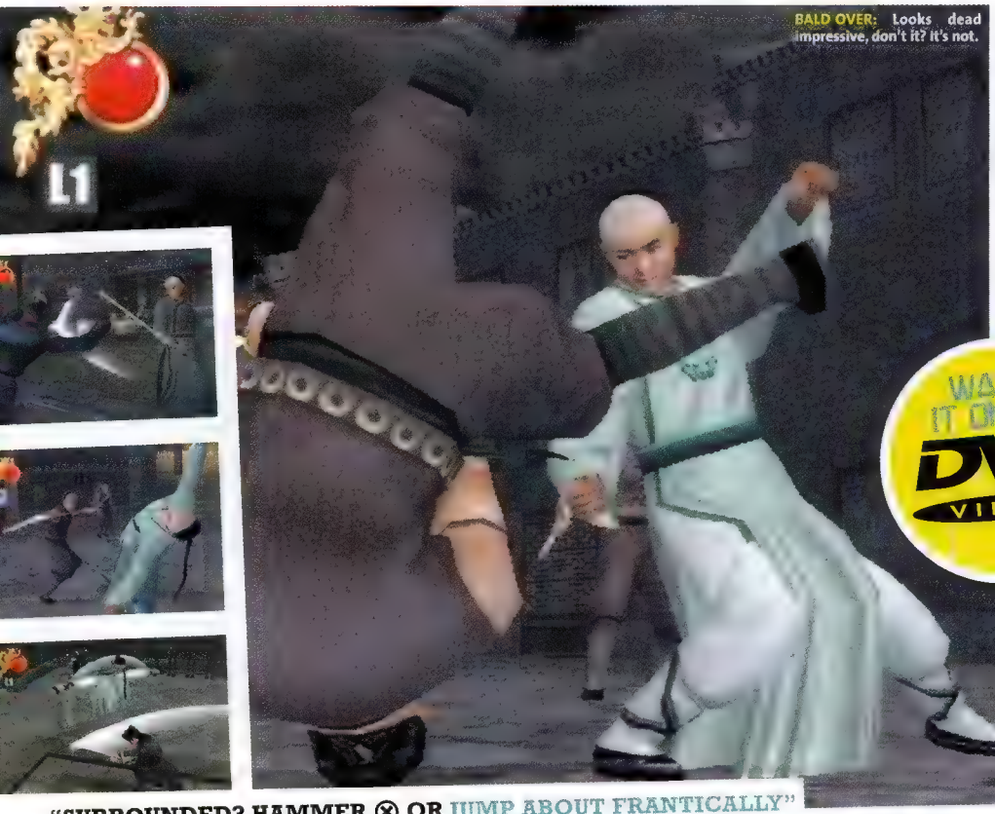
DETAILS
Developer: Genki
Publisher: Ubisoft
Players: 1-2
Memory Save: 279K
Widescreen: No
50-60Hz: No
Surround Sound: No

TOP 5 TIGERS
- Woods
- Tony 'The'
- Siberian
- Roy's "mate"
- Shere Khan

GAMEDIGIT
13
The number of months that have passed since the *Crouching Tiger, Hidden Dragon* original movie release date.

GAMEFAX
Adventure | Movie tie-in | Manga | Violent

TRIVBURST
- The four characters are Mu Bai, Jen, Shu Lien and 'Dark Cloud' Lo.
- They look just like they do in the film. Yay.
- There's four weapons to batter people with.



"SURROUNDED? HAMMER ⊗ OR JUMP ABOUT FRANTICALLY"

CROUCHING TIGER, HIDDEN DRAGON

No growth without resistance. And no game without decent collision detection...

At the end of the first section of *Crouching Tiger*, you're rewarded with a clip of the film's night fight scene. In theory, it's a great reward for the pixel-perfect jumps and tedious fights you've just been put through, linking them to one of the film's most exciting bits. But then again, you can pick up the entire film on DVD for a tenner these days, so all it *really* does is emphasise the void between the film you love and the game you're playing. It's like someone giving you a burnt pizza, then trying to apologise by showing you the serving suggestion picture on the box.

That's a bit unfair, of course. It was always going to be hard to translate *CTHD*'s buttery-smooth wire-fu to a beat-em-up. But in *Crouching Tiger*, you can win practically any fight by hammering ⊗ and jumping about frantically if it looks like you're getting surrounded. There are special moves, but they're activated by entering a combo move after you've stunned and grabbed someone and they're reversed so frequently that it's practically impossible to pull them off in a proper fight. The one concession to the film's ballet stylings is the combo block, where you weave and duck past enemy attacks by hammering the ◻ button. Basically, the fighting is doomed, and it'd take a lot more than the mission 'grades' to convince you otherwise.

Likewise, copying Ang Lee's lightning-quick camera cuts without being annoying – that's probably impossible. But entire chunks of the game come with a camera that makes it insanely difficult to work out what's going on. Remember that bit during the desert flashback where Jen has to jump over all those rolling boulders? Well, no, obviously that's been crowbarred in for the game's platforming section, where it's impossible to gauge your jumps because the camera's locked in too tight somewhere vaguely above you. It isn't challenging so much as fiddly, with bits where about two pixels make the difference between success and doing an entire section ALL OVER AGAIN. The most exciting aspect of the platforming is that you can sprint along walls, but it doesn't mesh with the jumping system anywhere near as well as – say – *Shinobi* and almost inexplicably, there's no jumping attack.

Crouching Tiger wasn't ever going to be as exciting as the film, but it could've at least been a competent beat-em-up. As it stands, it's clumsier than Shining Phoenix Mountain Gou and struggles like Michelle Yeoh with a big halberd. Watch the DVD again instead. **Joel Snape**

■ *CTHD is out now. And so is the DVD...*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ You can run up walls. Sadly that's it. – Fighting's shallower than *Streets Of Rage*.	+ Nice likenesses of Xhang Ziyi and Michelle Yeoh. – Cameras kill you more often than evil bandits.	+ Quotes from the film and proper Yo-Yo ma music. – Swords make the same noise whatever they hit.

LIFESPAN
Overall, it's tough for all the wrong reasons. For masochists, there's an unlockable Vs mode to play against someone you hate.
MINUTES — YEARS

IT'S BETTER THAN...
BEING STABBED

IT'S WORSE THAN...
ENTER THE MATRIX

Watch the DVD again instead. Or read the book. Or, Christ, try running up a wall. You can't be any clumsier than the characters in this awful game...

35

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PlayStation 2

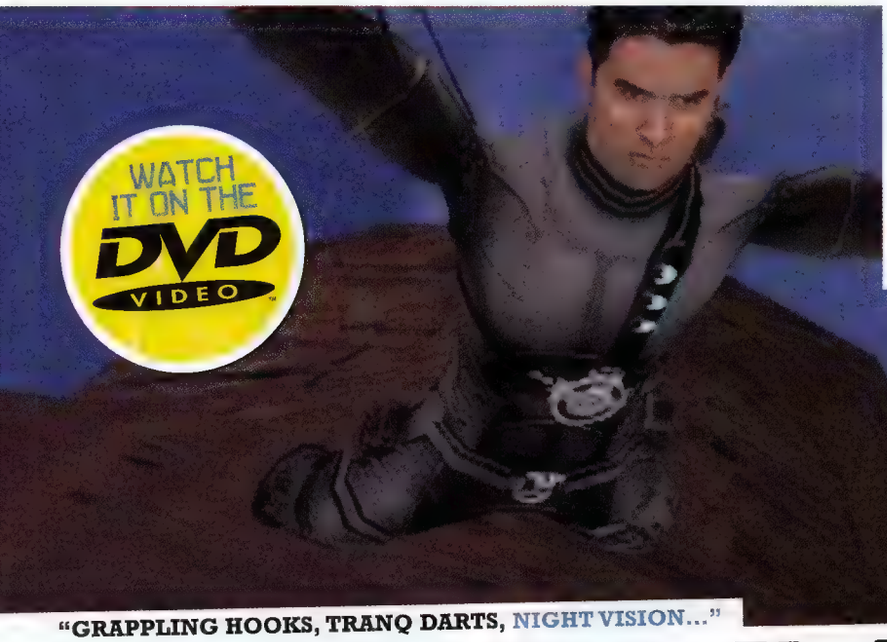
INFOSTRIP

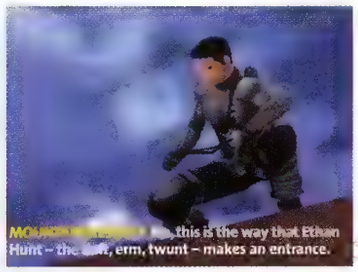
DETAILS
Developer: Melbourne House
Publisher: Atari
Players: 1
Memory Save: 982K
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

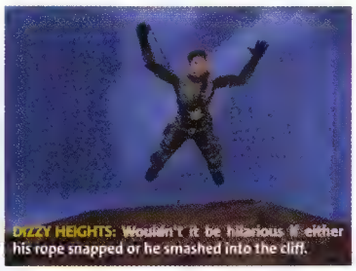
PREVIOUSLY IN PSM2...
"THE SCREENS ARE ALL REASONABLY TASTY EVEN AT THIS EARLY JUNCTURE"
PSM2#38

GAMEFAX
Adventure
Film tie-in
Violent
Hard

TRIVBURST
- Play as IMF super agent Ethan Hunt.
- Global locations like a military research base and an African prison.
- Stealth kills for the silent disposal of enemies.




MOMENT: Ah, this is the way that Ethan Hunt – the [illegible], erm, twunt – makes an entrance.


DIZZY HEIGHTS: Wouldn't it be hilarious if either his rope snapped or he smashed into the cliff.

FILM MOMENT: Where the game designers went... "We'd better include that bit where he hangs from the roof".

"GRAPPLING HOOKS, TRANQ DARTS, NIGHT VISION..."

MISSION: IMPOSSIBLE OPERATION SURMA

No Tom Cruise, no Ving Rhames and some very old gameplay. A shame...

AN 'ELPING HAND Use your ELP to hack into computers and crack security codes.

So here we are phoning around trying to find out what the word is on *Operation Surma*. What's the score? Well, people don't know where the game has got to (it was supposed to be released this time last year) and, sadly for Atari, players don't particularly care any more. The gamers that were originally excited at the prospect of a PS2 game based on *Mission Impossible* are no longer bothered. They either came to the conclusion it was never going to come out or simply got tired of waiting. "I started a 15 day countdown for this last February," says one guy on a web forum. "Any one heard what's happened to it?" says another.

Even worse, not only has *Operation Surma* missed its boat but it feels as old as the movie franchise it's based on. A quick resumé: you play as Ethan Hunt, an IMF agent. You creep about, use cool gadgets and disable faceless guards with stealth kills. As a game, it's pretty simple stuff. Had it been released a year or two ago this might have been enough to interest gamers. Problem is, Rockstar – the clever bastards – have snuck in from the side and made this other game (that's *Manhunt*, for anyone just waking up from a long sleep) that's single-handedly redefined the stealth/action game for PS2. In contrast, *Mission Impossible* feels like a relic of PS2 past. Like playing *FIFA 2001* or *Tekken Tag Tournament*. A big rusty robot with dull red eyes and gnarled rubber wheels sat next to an AIBO. There's no going back now.

HARD TARGET: The tranquilizer puts people to sleep indefinitely.

You might be wondering what *Manhunt* has to do with *Operation Surma*. Well, apart from *Operation Surma* having decidedly inferior controls compared to *Manhunt*, at a fundamental level they're the same thing. You get given an objective, you complete it with a combination of patience, careful monitoring of a radar and every now and then hiding in the dark and jumping out on people. Granted, there's a difference when it comes to the method of disposing of people – there's no eye-gouging in *Operation Surma* – but you

THE MONEY SHOT

Stealth kills aren't complicated. Watch a guard's moves, wait til he's facing the other way, creep up behind him and hit Go. Best bit by far.

MISSION MADE IMPOSSIBLE

The mission at the gun range sees you crossing the firing area avoiding shrapnel from two hulking anti-aircraft machine guns. Logic says 'Stay out of the range and use your laser cutter to break in the back door.' Instead you hurl yourself in to the line of fire and hope.

[illegible] you can get into the range. Careful.

[illegible] sciences puts them on again.

[illegible] expect me to wade into that?

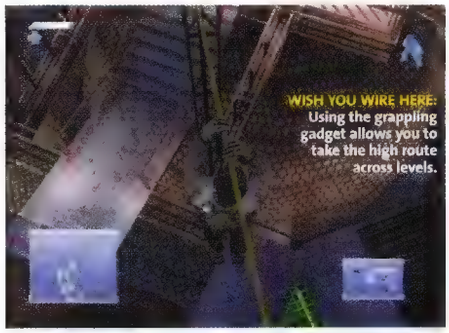
[illegible] result, I'm pushing up daisies.

QUESTION...
Which famous Spectrum text adventure did Surma developer Melbourne House make way back in 1983?

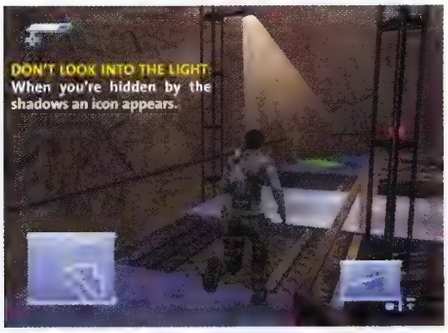
DOT.COM
www.mi-game.com
While the game might be old hat, the web site is state of the art with some lush design and buckets of freebies and visuals. No Cruiser tho'.

GAMEPIE
60% *Splinter Cell*
20% Mission Impossible 2.
11% Not getting the image rights to use the Cruiser's face.
9% "Look, it's nearly finished alright?"

ANSWER
The Hobbit. Written by Philip Mitchell and Veronika Megler, it still brings a tear to the eye of many a bearded game's hack. Sob.



WISH YOU WIRE HERE: Using the grappling gadget allows you to take the high route across levels.



DON'T LOOK INTO THE LIGHT: When you're hidden by the shadows an icon appears.

HAND TO HAND TWATTING: When you run out of weapons, a rudimentary beat-'em-up ensues.

FRIDGE MAGNET: Ethan, this probably isn't the best time to be stopping off for a Tango.

get the general idea. The oceanic difference between the two is *Manhunt* feels intrinsically 'now' and *Operation Surma* so very 'then'. Grappling hooks, tranq darts, night vision, computer hacking and a moral obligation to save the world from an evil dictator with nuclear bombs while minimising the civilian casualties? It's old hat. It's boring. It was nearing retirement when *Metal Gear 2* came out. What's fashionable these days is glass shards, bats, fibre wire and moral indifference. Unless, of course, you're Bond. Then, old school gadgetry is still okay.

It might have been easier to become endeared to *Operation Surma* had the game stuck with babying you through missions like it does in the tutorial level. "Go to that door and use your special laser lock cutter to open it," it tells you. So you do and it works. This is agreeable. What *isn't*, is when you're supposedly given lease of imagination to solve the objectives as you see fit and suddenly your gadgets don't work any more. Instead of using the lock cutter (hotter than the sun apparently) to cut through a very shaky looking door, you have to go the long way round – over the tanks of boiling acid, through the laser trip wires, or across a live firing range. We lost count of the amount of times we came up with inventive plans to get from A to B only to be told 'uh uh pal, that's not how we want you to do it'. Then there's that grim realisation you are *in fact* being babied through levels, only now you have to guess what the game is telling you to do next. Or not.

Furthermore, the control system doesn't lend itself to light-footedness. Imagine being an SAS man with a strange variant of vertigo that meant you were always viewing the battle ground from a bizarre camera angle (a really close up view of the side of your head, for example). We can only guess we'd get caught a lot. Especially when trying to aim a gun and run at the same time. *Operation Surma* proves the point nicely.

And the gadgets... How many frikkin' buttons!? Each time you're faced with a task it can take a good 30 seconds to coordinate fingers and mind to select and utilise one. First the direction button to bring up the inventory, then ⊗ to select it. Then □, then analogue stick, then L1. But you were dead 10 seconds ago. Or you ran out of time. Or you forgot your mission. Lesson learnt? If you're going to baffle us with Electronic Warfare Units, ELPs and WASPs at least make them accessible. Any delay and a fancy piece of espionage becomes a frustrating fumble.

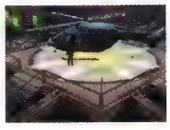
The dilemma we face is what we'll call the 'alright factor'. The niggling suspicion that we're picking on a game when it in fact it's actually not that bad. It's not bust. It's not poor. It has decent graphics and stands up against most other adventures. The music is filmic. As a result it comes across as the videogame equivalent of beige – you would, but only if they'd run out of the black. It's a decent enough example of safe game making, attached to a successful film series, itself a regurgitation of a cult 60s TV show. It's one of those games you'd probably buy if you didn't read a mag like *PSM2*. If you want a covert ops game that's more 2004 than 2002, your mission is to buy *Manhunt*. And this time you have no choice but to accept it... **Daniel Griffiths**

■ *Operation Surma* is lurking around now.

EXTRAS! EXTRAS! EXTRAS!

Behind the scenes info!

- The first Infogrames *MI* game was universally derided – and came out ages after the first move. Nice to see that they've learnt...
- Don't even think about any whiff of a Tom Cruise tie-in. This man has dark hair. And that's it.



WHERE AM I?

You've got a pretty-looking radar, but it has one flaw – it doesn't actually indicate where the enemies are. This is obviously intentional, but hardly helpful while you're negotiating the map. All said and done, we're not sure *what* it's useful for really.

BINOC 'EM DEAD: The view through your binoculars cum camera. Useful for voyeuristic snaps for the creation of stealth masks.

"IT'S OLD HAT, BORING AND AS DATED AS THE MOVIE IT'S BASED ON"

SUNGLASSES AT NIGHT: Hey, there's a surprise! There's a night vision view! Who would've thought?! Sigh.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Follows the rather tired stealth angle to a tee. – Some objectives are obscure to say the least.	+ Ethan's in-game model is good and moves well. – Textures are flat. The palette's brown and grey.	+ A 'pumping' orchestral score. Really. – The voice acting is weak. There's too much of it.

LIFESPAN
Depends how quickly you progress but the Easy setting is surprisingly difficult to complete.
MINUTES — YEARS

IT'S BETTER THAN...
SHADOW OF ZORRO

IT'S WORSE THAN...
MANHUNT

Mission Impossible has a few nice touches and isn't a bad game per se – it's just a year or two late. When it appears in a bargain bin, take a look. Until then...

5.9

INFOSTRIP

DETAILS
Developer: Monte Cristo
Publisher: Ubi Soft
Players: 1-4
Memory Save: 982K
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

TOP 5 POP IDOLS
- Will 'Posh' Young
- Gareth 'G...G...' Gates
- Rick 'Fat' Waller
- Sarah 'Lush' Whatmore
- Tarek 'The Twat'

GAMEPIE
70% IT'S CHRISTMAS!!!!!!!!!
25% Seeing Codies had a *Pop Idol* game out
4.99% Mistaken belief it had signed Police Academy
0.01% *Dance Dance Revolution*

GAMEFAX
Music | TV tie-in | Dance mat | Shit

TRIVBURST
- 10 candidates, each with their own outfits and 'inspirational' story.
- Smoke, lighting and a realistic TV studio.
- Um, a man who looks like Patrick Kielty.

"NEVER GIVE UP ON YOUR DREAMS..."

FAME ACADEMY

You know the telly programme? Like that. But worse...

Brilliant! We thought. *Fame Academy* – that's sure to have laughs and tears, trials and tribulations, the pain of failure and the dizzying heights of success... a bit like, y'know, Police Academy. Instead, it's ill-conceived, badly executed and intensely boring. Exactly like *Fame Academy*.

For a start, you're dancing. Now, for anyone without a TV and everyone at developer Monte Christo, here's the problem with that – *Fame Academy*'s supposed to be about *singing*. Also, dancing – in games – is supposed to be about moving across the floor in time to a beat, not hitting arrows as if you're trying to stamp out a plague of fire-ants. That's why Konami's music games have cleverly planned step-sheets that guide you across the floor. *Fame Academy* just seems to spew arrows at random, occasionally straying off the beat in the woolier soul numbers.

Still, it forces you to concentrate on the arrows – which is handy, because it distracts you from the graphics. Ubisoft claim the moves were motion-captured from 'real hip-hop dancers' – which makes sense, but only if you assume that by 'dancers' and 'real' they mean 'puppets' and 'insane.' Even if the characters don't have too many elbows, they'll do The Running Man at least six times during a typical Ce Ce Peniston song, regardless of how successfully you're pressing the buttons. The tune selection's reasonable, ranging from Ellis-Bextor to Texas, but it's slightly offset by a shocking lack of play options. Career? Rehearsal? The choice is yours.

At the end of each song you're assessed on your dancing ability by a panel of judges – one who looks a bit like Richard Park, one with red hair and one completely random blonde man. In case you're wondering, that's because the real Carrie Grant's appearance fee is far more than Ubisoft can make by crushing a thousand tiny children's dreams, even if all she has to do is sit completely still with 'Born Dancer' printed under her face.

After that you get the excitement of the public vote, which is cleverly simulated by showing you the score every other dancer got and putting an ⊗ next to the lowest one. If you win, you go to the next round. If you lose you get a vaguely upbeat message about how your singer gets a role in panto or goes back to their parents' house *but never gives up on their dreams*. Which is funny, because it inspired us to chase our dream of switching it off and playing *Dance Dance Revolution* again. Still, look on the bright side – no Steve Guttenberg. **Joel Snape**

■ *Fame Academy* is out and tricking parents now.

CHECK ONE

Ah, now, we've told a bit of a fib. See, there actually *is* a singing option, but all it involves is pressing another button rather than using a USB karaoke mic or anything that, well, involves actual singing. It's entirely optional and utterly pointless if you're trying to win.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It's dancing! Everybody loves dancing, don't they? – Hang on, this isn't dancing. It's stamping.	+ You can choose an outfit. Some are quite saucy. – Dancers are animated like puppet zombies.	+ 14 complete, uncut tracks, including Word Up! – Audience sound like they're beaten with sticks.

LIFESPAN
With no Free Play or Remix modes, longevity depends on how much you want to chase the moonlight with Sassy Lee.
MINUTES — YEARS

IT'S BETTER THAN...
NOTHING

IT'S WORSE THAN...
ANY KONAMI GAME

Hey kids, want to join the Academy? Then spend your cash on a copy of Now 41, *EyeToy Groove*, a microphone and a neon frightwig instead of this evil.

38

uk.playstation.com

With over 50 annihilatingly destructive weapons, Ratchet and Clank 2 has got more firepower than you could shake a quadruple-barrelled-laser-guided-ballistic stick at.

fun, any one?
PlayStation.2

INFOSTRIP

DETAILS
Publisher: Midway
Developer: Terminal Reality
Players: 1-4
Memory Save: 112K
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...
"THE MOST GRATUITOUS SWEARING THIS SIDE OF A TARANTINO MOVIE..."
PSM2#42

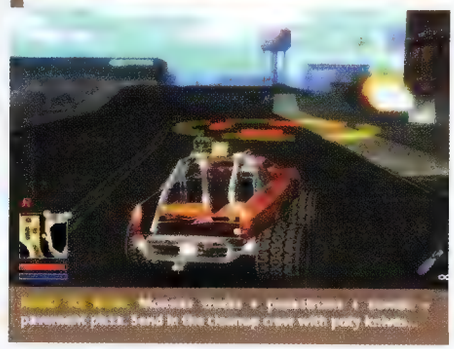
GAMEFAX
Driving
GTA copy
Violent
Multi-tap

TRIVBURST
- Three massive 'living' cities to explore.
- Mission-based ultra-violent car combat action.
- More than 40 vehicles to acquire and upgrade.

SHOWROOM

You'd expect a decent contingent of motors from *Roadkill* and it doesn't disappoint. Over the course of the game, you'll fill your garage to bursting point with over 40 vehicles. Each has front and rear-mounted weapons and they can all be upgraded with cash earned from salvage, or items found by exploring.

ROAD TO HELL: Apart from the stylish wood panels, Mad Jack's station wagon had some more out of the ordinary features.


PAVEMENT PIZZA: Machine guns + pedestrians + bumper = pavement pizza. Send in the cleanup crew with putty knives...

"LOCK AND LOAD, THEN DROP THE CLUTCH"

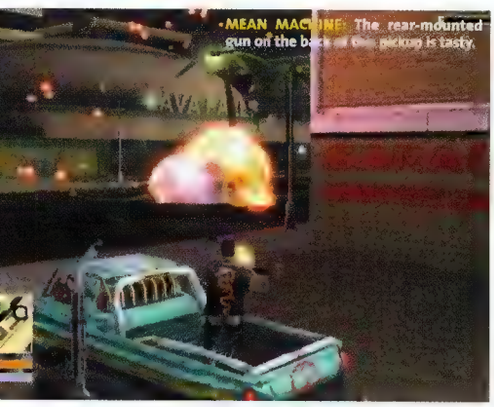
ROADKILL

Cars, violence and massive 'living' cities? Hang on, that a bit sounds familar...

***Roadkill*'s the most flagrant 'homage' to *GTA* we've ever seen – but that's not such a bad thing. Imitation is, after all, the sincerest form of flattery, and – let's face it – if you're going to rip off a game, there's none better than Rockstar's criminal masterpiece.**

Being a car combat game, you can't actually get out of the vehicles, meaning it hasn't got the scope for exploration of *GTA*; but – hey – it's entertaining enough. Of course, there's the expected 'blow the living shit out of everything' missions, but you'll also do courier missions, take part in races, man the rear-mounted gun and defend yourself from suicide bombers, among other activities.

You're soon embroiled in numerous battles.

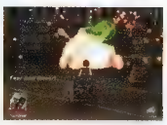

MEAN MACHINE: The rear-mounted gun on the back of this pickup is tasty.

U.S. OF AAAARGH! Fact: This is what all midwest American towns look like. S'true!

Destroying enemies earns you money, which can then be invested in upgrades. Various parts can also be found scattered around the game's three cities, which, combined with the relevant blueprints, provides more tasty add-ons. There's loads of vehicles and while the handling's basic arcade-style, they're still fun. There are also a selection of radio stations (see what we mean?) which provide useful verbal tips in addition to a variety of tunes.

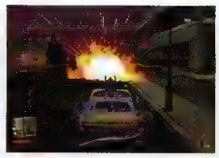
IT'S A HARD ROAD...

Roadkill is frustratingly difficult at times though. In one early mission we had to follow a delivery truck and pick up all the cargo it dropped. Sounds simple enough, but it was against the clock, while being whacked from all directions by enemies and driving a pathetically weak car. It was, as they would say in *Roadkill*, a muthafreakin' be-atch. Upgrades balance things out, but it's still nails.



Like its inspiration, *Roadkill* is definitely an adult game – being violent and with swearing blue enough to make Royston Vasey blush. Unlike *Vice City* though, a fairly decent multiplayer deathmatch has been included in the package. In fact, apart from the slightly scrappy visuals and bizarre difficulty level, there's very little wrong with *Roadkill*. A shameless cash-in it may be, but it's one that works so why not try something to satisfy your inner criminal? Well, until the next *GTA* turns up, anyway... **Adrian Lawton**

■ Roadkill *is mowing down pedestrians now...*



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ *GTA* minus the running around and nicking cars. – Which restricts the exploration possibilities.	+ Nicely detailed city environments. – Pretty scrappy to look at in some places.	+ Loads going on and humorous voiceovers. – Just listen to that 'Scottish' accent...

LIFESPAN
The mini-games help it's longevity and the four-player is a (ahem) blast, but you're unlikely to stick around long enough to find out.
MINUTES — YEARS

IT'S BETTER THAN...
MOTORSEIGE

IT'S WORSE THAN...
GTA: VICE CITY

A shameless *GTA* rip-off it might be, but *Roadkill* remains undeniable fun and up there with *Twisted Metal: Black* as the PS2's best car combat title.

72

INFOSTRIP

DETAILS

Developer: Vicarious Visions
Publisher: Konami
Players: 1-2 players
Memory Save: 99K
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Extreme | US sports | Easy | Budget

ICE ICE BABY: This is the prettiest of the courses and features huge tanker ships.

"LIKE SHOOTING YOURSELF – BUT NOT AS MUCH FUN"

WHITEOUT

Thrills, spills and winter chills on skidoos? Bring it on – until you play the thing...

The definition of a real whiteout is a fierce wind blows so much snow into the air that it creates a wall of white. Victims can't see beyond their hands. Some get fatally lost just yards from home. This sounds just like the effect of using a nitro boost in Konami's new skidoo racer *Whiteout*. Inexplicably, nitros make everything go blurry and slow you down. It's like shooting yourself in the foot. Only not as fun.

Whiteout is basically *Waverace*, except on snow. Your clumsy-looking tracked vehicle tears down the slopes and – even though it must weigh a ton – gets airborne on a variety of themed tracks. Deep snow drifts slow you down, as do landing airs at the wrong pitch. There are also a few motocross-style tricks to perform: Heel Clickers, Supermans and the like. Tricks earn "props" (ah, smell that desperation...) which are converted into cash and added to your race winnings to buy new snowmobiles and upgrades. radical, non?

Whiteout's main problem is the lack of any real feeling of speed and no sense of 'carving' the snow plus frankly the idea of spoiling pristine mountain slopes with a noisy, fume-spewing machine that handles like a pissed-up truck is sacrilege. Inevitably the two-player game is also a shambles. It's slower than the one-player game and when a player uses nitro *both* players have to suffer through the *Whiteout* blur zone of death. Oh, the inhumanity of it all...

On a positive note, the game's cheap and the career mode is acceptable, if not thrilling. You could do worse for a spot of winter fun, but you could also do better. Much better. **Jorin Sievers**

■ *Whiteout* is lost somewhere in stores now.

PSM² VERDICT

A snowmobile racer that takes much 'inspiration' from *SSX*. The nitro boost is shonky and the two-player mode is the pits. Go buy SSX3 instead.

45

INFOSTRIP

DETAILS

Developer: Wanadoo
Publisher: Wanadoo
Players: 1
Memory Save: 2,732K
Widescreen: No
50-60Hz: No
Surround Sound: No

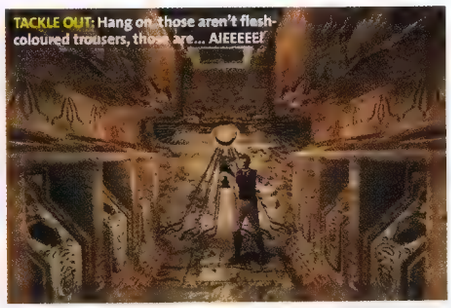
GAMEFAX

Adventure | Lara clone | Stupid | Shit

"NOT LARA. NOT INDY. NOT GOOD"

CURSE: THE EYE OF ISIS

They say that truly bad videogames don't exist anymore. They are wrong.



Are modern videogames getting you down? Are your mind and hands not as agile as they were? Are kids slashing through your letterbox and setting fire to your cat? Well, we can help. White wine is excellent for removing stains. And extinguishing pets. And, Wanadoo have just made a videogame so slow its positively backward.

For a start it's set in 1890. Why? Whhhy!? Any Railguns? Nope. Zipwires? Forget it. Infrared goggles? Shit – they haven't even got explodable fire extinguishers! Instead you get to plod around unlocking doors. Then you'll find the key that unlocks that other locked door. Then on the way to unlock it there's a... locked door... and here's... wait... aw sucks it's the key that unlocks that locked door. And... then... Jesus! Why the frick are we playing this stupid game!?

BOARD STUPID

This is what we call a 'plod' game. A plod game is any game where you can put the joypad down at any time, go to the pictures, then come back and carry on playing like nothing happened. If the developers had been given a dice and some cardboard instead of a PS2 dev kit they could have done everything that *Curse* does in a board game instead. Apart from the terrible voice acting...

OK, if you've just finished *Broken Sword* and want more but worse, then *Curse* will fit the bill. Men talk, you wander, pick-upables sparkle on the dresser and every half an hour you get to engage in slo-mo combat with My First Videogame Bad Guy. Every plot twist is signposted with all the subtlety of a direct nuclear strike and every obstacle is a direct lift from the Game Developer's Bumper Book Of Puzzles: 1994 Edition. Not terrible, but actually far worse. **Daniel Griffiths**

■ You can buy *Curse: The Eye of Isis* now. Similarly you can chop off your own face.

PSM² VERDICT

A videogame created for, and made by, people who don't play videogames. Despite what it thinks, this isn't Lara or Indy – it's simply not good. Destroy.

24

INFOSTRIP

DETAILS

Developer: EA
Publisher: EA
Players: 1-2
Memory Save: 552K
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...

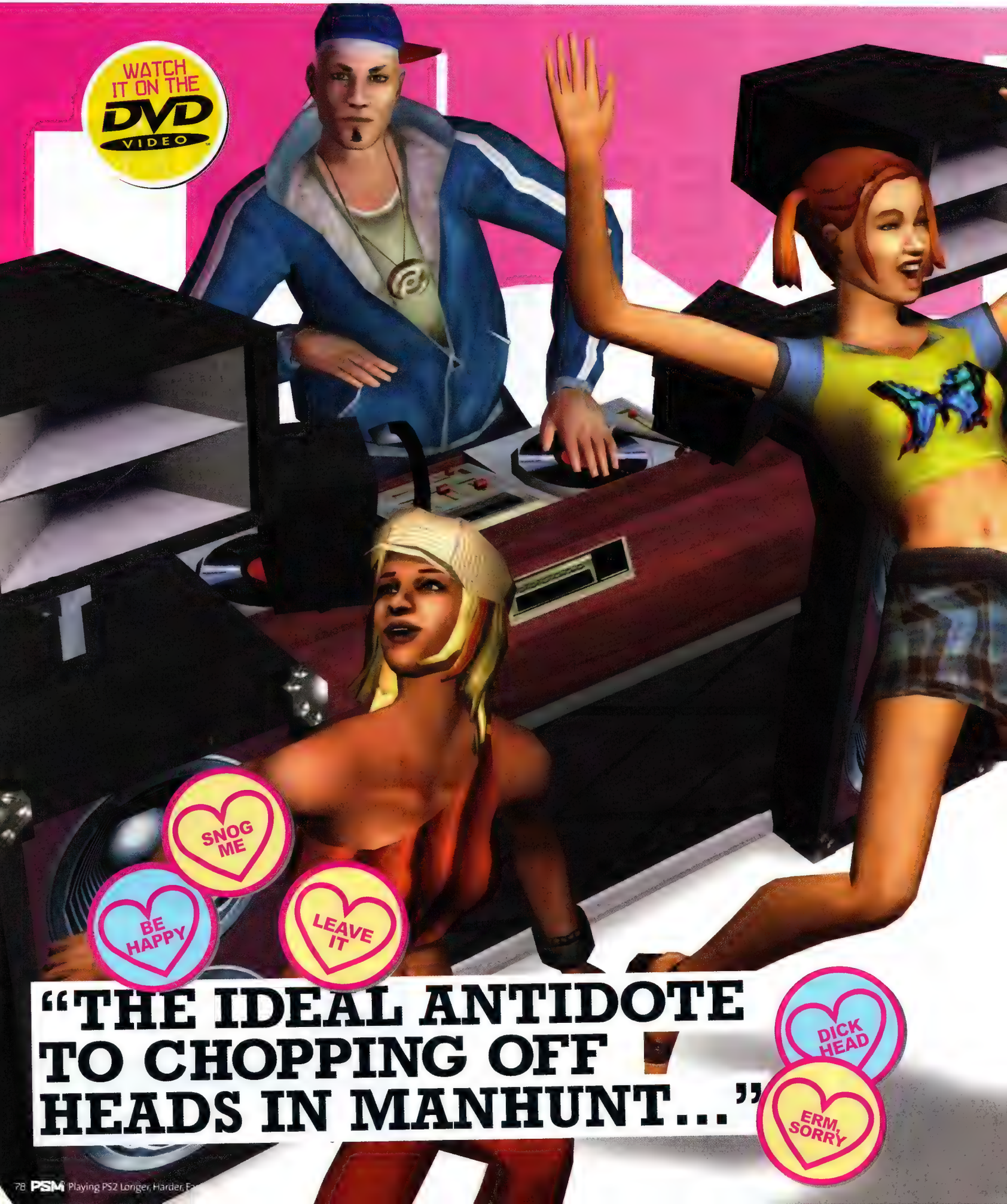
"OUR FIRST TEN MINUTES HAD US STEALING FROM OTHER PEOPLE'S HOUSES"
PSM2#41

GAMEFAX

Management
Nerdy PC
Saucy
Addictive

TRIVBURST

- Over 100 new items and interactions. Can you work out how to perform the Towel Snap?
- 25+ new characters. Throw parties or work on your six-pack.



"THE IDEAL ANTIDOTE TO CHOPPING OFF HEADS IN MANHUNT..."

TOP 5 PC DOWNLOADS
(AND HOPEFULLY COMING TO PS2)

- Skins for Elise and Mac from *SSX*
- Hungry Hungry Hamster game
- Pepsi machine
- EA Sports cheerleader
- Freddie Prinze Jr.

*All these are 100% real and available from ea.com

GAMEPIE

96% *The Sims*
1% Dan's sick fantasies
1% Dan's really sick fantasies
1% *R-Type Final*
1% Just kidding on that last one

PUBTALK

The smart arse thing to say down the boozer.

"You can link the GBA and GameCube versions of *Bustin' Out*. Of course, you'll do the same with PS2 and a PSP version..."

PSM2 BRONZE AWARD

"GIRLS, I DON'T THINK YOU'VE BEEN PROPERLY INTRODUCED..."

THE SIMS BUSTIN' OUT

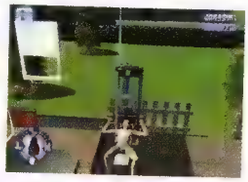
BOOZE!

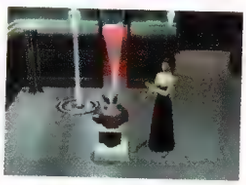
Some say nerdy PC game, we say hellishly addictive role-playing fantasy sim...

4 REAL

REAL LOVE

DESIGN FOR STRIFE: For God's sake make sure you buy a toilet.





Another fry-up ends in disaster. Oh, the humanity.

Your girlfriend stands there. She looks at the screen for almost a minute before slowly arching an eyebrow. Here it comes. "You've just made Angelina Jolie, haven't you?" Erm, yes. "Don't you think that seems a bit sad?" Well... "Anyway, I really don't see the attraction." Well, the lips and the... "No, not Angelina, I'm talking about *The Sims* – it's the most boring PS2 game ever. You have to clean the toilet! How's that supposed to be fun?" Tough question. Tougher answer. So it's important to consider each response carefully. Your Real Life™ relationship could depend on it. Here goes.

1) Because it's a brilliant satire exposing the inherent shallowness of modern consumer culture. Nah, total bollocks, she'll never buy it.

2) Because you can create your own lavishly furnished mansion and populate it with A-list celebrities. Well, we *do* both like Heat.

MEDICORE PAWN: Playing chess supposedly improves your logic. We're sticking to *Manhunt*.

3) Because if you try *really* hard you can make the girls kiss. Best not, particularly given her reaction to your admiration for Madonna and Britney swapping spit a few months back.

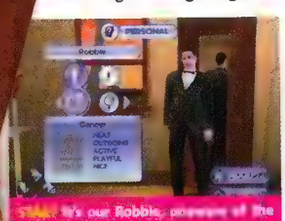
4) Because it's one of the most original games ever, a genuine phenomenon that crosses generational and gender boundaries. Yeah, that should do the trick. Well, maybe.

But, as it happens there's no chance to explain. On screen Angelina has missed the bus to work and is sobbing in a puddle of her own pee. *So*, not a good look. Just before starting to repair the damage, something an alcoholic would describe as a "moment of clarity" ►

"THE SIMS IS ONE OF THE MOST ORIGINAL PS2 GAMES EVER"

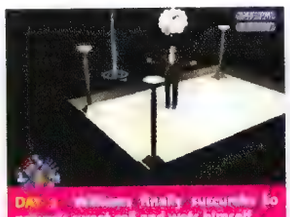
LET ME ENTERTAIN YOU... FOREVER!

Wondering how long a neglected Sim can survive for? Well, let's ask 'Robbie Williams'. As a 'scientific' study of suffering, we placed our Virtual Robbie in a small room. And removed the door.

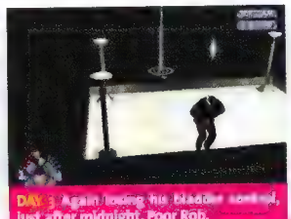


START: It's our Robbie, unaware of the ordeal which lies ahead.

DAY 1: Robbie moves into his new house. Let's be honest, cell.



DAY 2: Williams finally succumbs to nature's sweet call and wets himself.

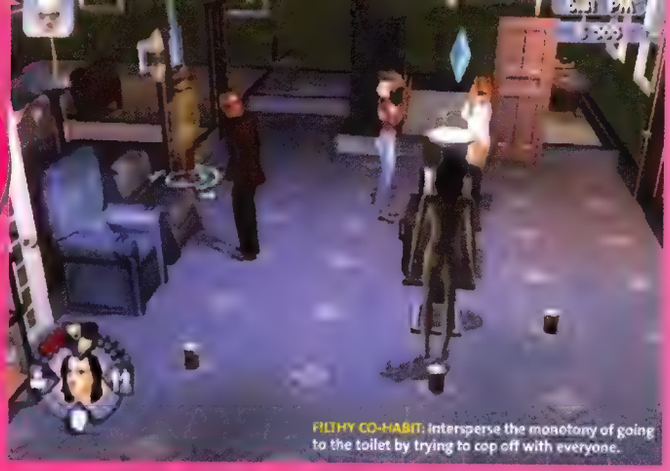


DAY 3: Again losing his bladder control, just after midnight. Poor Rob.

DAY 4: Robbie finally passes away at lunchtime. Entertain us now, fatboy.

PES FREAK

DRESSED TO SPILL: Heartbreakingly, the partygoers chose to ignore the carefully placed coasters.


FILTHY CO-HABIT: Intersperse the monotony of going to the toilet by trying to cop off with everyone.

KNOB HEAD

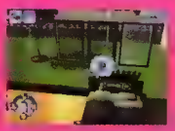
DREAM GIRL

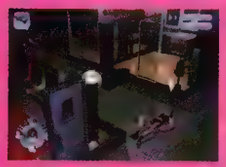
BALLS UP: Angie contemplates a tricky reverse double on the pink.

TRAIN IN VAIN: Angie was left unimpressed by her xmas gift

BROWN PLANNING: Like, could the Goth house be more grim?

CHEEKY GIRL: No, don't make me, there are spiders in there





occurs... uh, what exactly is the point? Because, for all its undeniable originality, actually playing *The Sims* is an exercise in busy work. Which isn't to say it's easy – far from it. Like its predecessor, *Bustin' Out* gives you control over every aspect of your virtual life, from choosing the right job to falling in love. However, most of the time is spent trying to stave off crippling depression. (Bet you're placing that pre-order already, eh?) Staying happy is a constant juggling act that involves eight different variables including hygiene, energy, fun and hunger. Let too many of 'em slip into the red and your Sim will be too miserable for the character-building activities – reading books, painting pictures, tinkling ivories – required to get promoted. Hey, we've all been there... Well, ish.

PICK YOUR PATH

Bustin' Out features ten new careers to explore. Unsurprisingly, our Angelina decided on movie stardom, getting her first break as a stunt double before landing a gig on a game show and finally making the jump to Hollywood heartbreaker – you go girl. Other career options include mad scientist, gangster, fashion victim and Pulitzer-winning videogame writer. Okay, not the last one. But you can switch careers throughout the game, which is important if you want to see all the new locations. These are unlocked dependent on which job you've chosen – the idea being that a successful mad scientist literally lives at the Shiny Things lab, whereas Angelina prefers to spend her time down at Club Rubb, driving the boys (and girls) wild by dropping science on the decks.

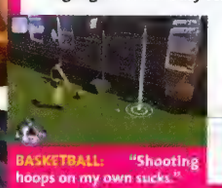
The chance to explore (zany!) new locations is *Bustin' Out*'s main hook and suggests a more freeform experience. But the structure's actually pretty rigid. Before moving out of any particular pad, first you have to land a couple of plum promotions and there are also other optional objectives to complete, which are rewarded with new items and interactions. For instance, during her stay at Goth Manor, Angelina had to exorcise a ghost, update the decor and make some new pals. Thing is, it's almost as if EA is operating on

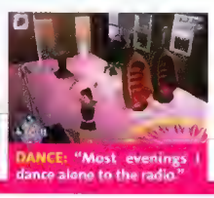
BUM RAP: In retrospect, the cock-shaped chairs might, just might, have been a mistake.

"MOST OF YOUR TIME WILL BE SPENT STAVING OFF DEPRESSION"

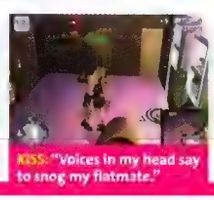
MY SO-CALLED LIFE

Okay, so Robbie Williams was a bit of an extreme test case and led a pathetic (and short) existence. So, allow Angelina to guide you through the highlights of her busy schedule. Note: she's not allowed boys over after the Billy Bob 'incident'.

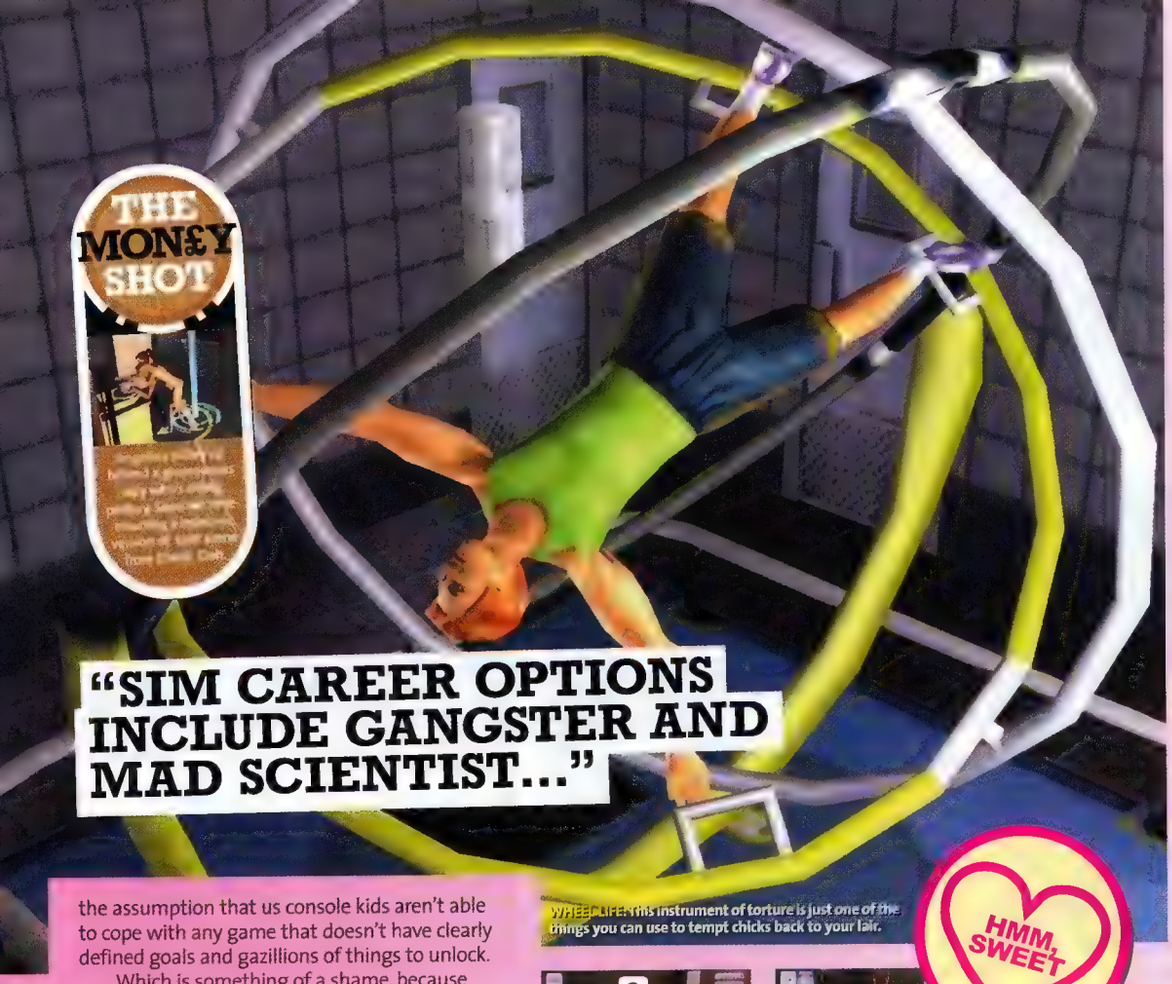

BASKETBALL: "Shooting hoops on my own sucks."


DANCE: "Most evenings I dance alone to the radio."

EAT: "Oh well, cooking for one again. I'm so lonely."


KISS: "Voices in my head say to snog my flatmate."

TUB: "Thank Christ for the industrial-strength jets."



THE MONEY SHOT

"SIM CAREER OPTIONS INCLUDE GANGSTER AND MAD SCIENTIST..."

the assumption that us console kids aren't able to cope with any game that doesn't have clearly defined goals and gazillions of things to unlock.

Which is something of a shame, because although there's a weird sense of satisfaction when you open up new areas – and there's also something undeniably hypnotic about the gameplay – *Bustin' Out* can still feel like a glorified time management study. And you're always up against it, too. Rushing around trying to squeeze in some kip, a quick bite to eat and possibly a snog – all before the bus rolls up. Fortunately, the Freeplay mode is less restrictive – enabling you to design a house, create a family and then take things at your own pace. Obviously, you don't *have* to move Justin in with Cameron, Britney and Xtina – but think of the parties. Switch on the laser show, mix some drinks and start making some moves. "Girls, I don't believe you've been introduced..."

WHEEL LIFE: This instrument of torture is just one of the things you can use to tempt chicks back to your lair.

HMM, SWEET

SCREW YOU

SIMS GET ONLINE

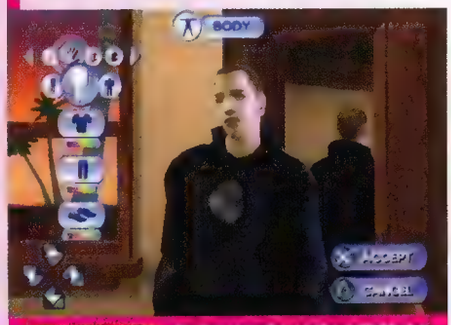
Other than the improved visuals (which are pretty much a given) the main addition to this year's game is network play with voice chart support. The plan is to take your Sim (and current location) online and then invite other people over to stay. The beauty of this being that you can trade stuff with each other – handy for getting hold of rare objects – and learn new interactions. (French kiss? Oh, go on then). Once the virtual weekend is over, you take all your new gear back into the offline modes. Whether or not the PS2 will see the same kind of community that supports the PC version remains to be seen, but it's still the innovation that justifies *Bustin' Out* as a true sequel, rather than an expansion pack.

But back to the original question. Is there, y'know, a *point* to playing *The Sims*? On the one hand, it's nothing more than a particularly complex Tamagotchi and one that requires constant attention for questionable reward. On the other hand, provided you've got the oceanic reserves of patience and gotta-buy-it-all attitude, this is a game that's easy to obsess over. Whether or not you get *The Sims*' humour represents a huge part of the appeal, but if you spent last month chopping off heads in *Manhunt*, maybe it's time to let a little romance into your life? **Dan Dawkins**

■ *The Sims Bustin' Out* is mirroring real life now.

IT'S A FAMILY AFFAIR

The freedom to create your own customised Sims means your imagination can run wild. Fancy making your own A-list love-in? Here's one we made earlier.

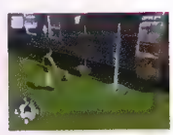


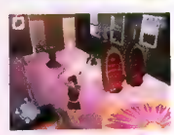
JUSTIN TIMBERLAKE: [illegible] have dubbed him. Although given Britney's recent revelations...

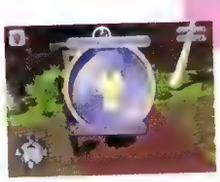
CAMERON DIAZ: Justin's current squeeze. Classy.

CHRISTINA AGUILERA: In the skimpiest outfit ever.

BRITNEY: It wouldn't be the same without her [illegible] how horribly betrayed she feels. Like, get over it...

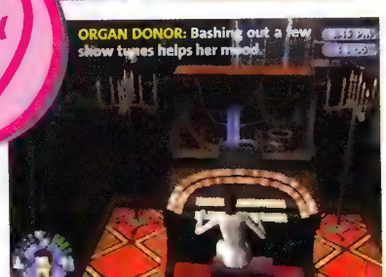






SPIRIT MASTER: Something stirs as our Sim focuses on her crystal ball.

MARRY ME



ORGAN DONOR: Bashing out a few show tunes helps her mood.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Much more to see and do this time around. – But the dynamic is the same as the last time.	+ Improved lighting and many new animations. – Some slow-down and it can look messy.	+ Probably best to put on one of your own CDs. – Gibberish speech and annoying muzak.

LIFESPAN

Sims games are only ever really limited by your imagination. However even with online, you may get bored long before the end.

MINUTES — YEARS

IT'S BETTER THAN...
THE SIMS

IT'S WORSE THAN...
REAL LIFE

Bustin' Out hardly screams essential in the way that a new *Metal Gear* does, but it's a solid update for fans of the original *Sims* and closet control freaks.

79

INFOSTRIP

DETAILS
Developer: Warthog
Publisher: EA
Players: 1
Memory Save: 179K
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEDIGIT 66
The amount in millions of pounds that Harry Potter and the Philosopher's Stone has grossed at UK cinemas.

TOP 5 WIZARDS
- Siegfried
- Roy
- Gandalf
- Of Oz
- The Great Soprendo

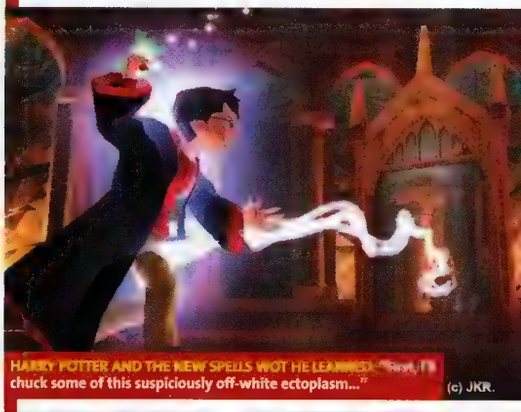
GAMEFAX
Platformer
Film tie-in
Nippers
Goblins

TRIVBURST
- You can find and trade over 100 wizard cards.
- There's six spells needed to zap ghosts with.
- Use the beans to buy stuff in the school shop. Oh, jolly hockeysticks...

JOLLY GREEN GIANT: The Master of Spells takes on The Bringer of Corn. Maybe. Look, it's a kids game.

SCHOOL DAZE

Naturally, you don't get to start the game with a full arsenal of spells and frogs. You'll have to drag Harry around magic school where he learns the spells needed to smite goblins and evil fellas. Expect to collect mushrooms and the like in the battle against badness.



HARRY POTTER AND THE NEW SPELLS WOT HE LEARNED: "Next, I'll chuck some of this suspiciously off-white ectoplasm..." (c) JKR.

SPLASHBACK: "Erk, it's all over me. Kleenex now!"

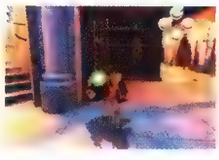
WASH & THROW: "A Persil ball! Exactly what I need!"

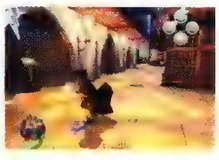
"POTTER FREAKS, START DRIBBLING DOWN THOSE BIBS NOW..."

HARRY POTTER AND THE PHILOSOPHER'S STONE

Hocus pocus, abracadabra, give me a magical cash-in that's bound to grab ya!

Feeling a case of déjà vu coming on? Eyeing the title *Harry Potter and the Philosopher's Stone* with a big whiff of suspicion? Well, you can stop rubbing those eyes right now, because the previously beyond reproach EA are up to their old tricks again. Christmas is coming. Certain wild fowl are putting on weight.





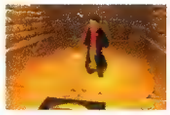
POSH AND HEX: "Is it me or is this a bit... public school?" Harry and "pals" talk about tiaras or something.

Listen to the wonderful chime of coins rattling. Ker-ching! That's another game sold!

Of course, EA will tell you that the graphics are considerably better than the game they sold two years ago and that there are enough gameplay tweaks. But this is now on PS2 so what you expect? Fortunately, the better news is that *The Philosopher's Stone* was – sorry, is – seen as a surprisingly passable movie-to-game platformer. In fact, only EA's *LOTR* title could be considered a more commendable movie spin-off of recent years. Potter freaks, start dribbling now...

There are bags of scenes from the movie well re-enacted here – the troll in the girl's room, the snarling doggy on the third floor, the broomstick showdown with Draco Malfoy – and they all conspire to form some reasonably playable levels. The structure of the game is excellent, too, challenging you to explore the beautifully-gothic grounds of Hogwarts castle, whilst bagging A-plus grades in a variety of potion-mixing lessons.

The big problem is that the game is slower than Europe's Fattest Man doing the 100m sprint. For the most part, you'll spend way too much time walking to classes, watching cut-scenes and listening to Harry bemoan the finding of another vomit flavoured jelly bean (yup, apparently there's a market for such a taste). Plus the actual platforming is pretty basic. The formula of jumping ledges, beating off baddies (from poltergeists to bark-chucking wood blokes) and



operating switches is not a patch on, say, *Rayman 3* or *Ratchet and Clank*. In fact, some of the tasks feel duller than a trip with the missus to Ikea. But then, there are some nice ideas too. In particular, collecting and using spells for your own purposes is definitely more fun than having a wand shoved where the sun don't shine.

Overlooking the fact that you can play the original PSone outing on your PS2 (for as little as a tenner), young Potter fans might be pleased to see a copy of this nestled in their Christmas stocking. After all, no matter how shameless this rehash is, it's still better than getting that Darkness single. Then again, what isn't? **Stephen Daultrey**

■ **The Evil One is casting his spell in stores now.**

PSM² VERDICT

GAMEPLAY
+ Excellent structure and use of movie scenes.
– Quite basic, slow and too much wandering about.

GRAPHICS
+ Hogwarts Castle looks great. Nice cut-scenes.
– Simple visual style and pain-in-the-arse camera.

SOUND
+ Erm... um... it's got the original actor's voices.
– Other than that, the sound is anonymous.

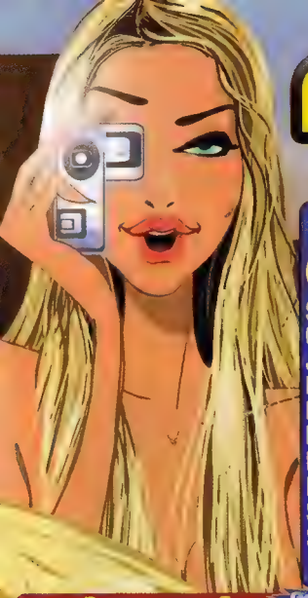
LIFESPAN
Fans of the books and movie might play it 'til the end. However, most people will find it too plodding to hook them in for long.
MINUTES — YEARS

IT'S BETTER THAN...
THE PSONE VERSION

IT'S WORSE THAN...
QUIDDITCH WORLD CUP

A decent platformer for nippers, but this is still just an old PSone game with minor tweaks. And that full price-tag is enough to turn anyone to stone...

55



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JUMP - girls aloud	113163	I'M LOVING IT - justin timberlake	113280	IZ U - nelly	113261
I SEE GIRLS - studio b feat ronan	113273	AINT WHAT YOU DO - big brovaz	113251	SAY IT ISN'T YOU - gareth gates	113278
HEY YA - outkast	113176	FEELING FINE - ultrabeat	113288	CRASHIN A PARTY - lumidee ft n.o.r.e	113281
MANDY - westlife	113228	HAPPY CHRISTMAS .. - pop idol	113313	GOD IS A DJ - pink	113283
FORTUNE FADED - red hot chilis	113198	PROPER CRIMBO - avid merrion	113275	LIGHT YOUR ASS.. - busta rhymes	113300
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SIGNED SEALED DELIVERED - blue	113224	MY IMMORTAL - evanescence	113277	TEARS ON MY PILLOW - s club 8	113304

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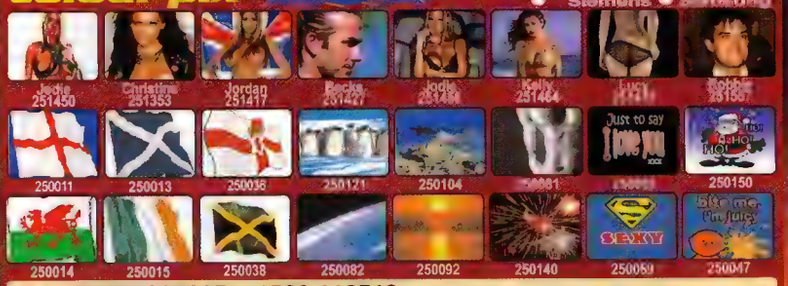

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ME AGAINST THE MUSIC - britney ft	113140
CRASHED THE WEDDING - busted	113151
SWEET DREAMS - rachel stevens	112949
FLIP REVERSE - blazin squad	113129
TROUBLE - pink	113042
SLOW - kylie minogue	113084
SEXED UP - robbie williams	113064

hip hop

P.I.M.P - 50 cent	112599
REIGNS - ja rule	112679
21 QUESTIONS - 50 cent feat nate dogg	112582
OOH WEE - mark ronson and ghostface	113040
X GONNA GIVE IT TO YA - dmx	112617
GOT SOME TEETH - obie trice	113041
RIGHT THURR - chingy	112868
FORGET ABOUT DRE - dr dre	111138
SHAKE YA TAILFEATHER - nelly, p diddy	112839
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YOU DON'T KNOW MY NAME - a keys	113291
NAUGHTY GIRL - beyonce knowles	113292
ME MYSELF AND I - beyonce knowles	113293
SENORITA - justin timberlake	112732
NEVER LEAVE YOU - lumidee	112774
THOIA THONG - r kelly	112948
FRONTIN - pharrell williams feat jay z	112855
IGNITION - r kelly	112588

rock

I BELIEVE IN A THING... - the darkness	112972
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SOMEDAY - nickelback	112967

reggae

TUNN ME ON - kevin lyttle	113190
LIKE GLUE - sean paul	112785
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dance

PRETTY GREEN EYES - ultrabeat	112077
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I CANT LET YOU GO - ian van dahl	112918
MARIA - scooter	113030
LOVE ME RIGHT - angel city	113162
LONELINESS - tomcraft	112576
BOYS OF SUMMER - dj sammy	112387
SHAKE YOUR SHIMMY - porn kings vs	112463

nu-metal

NUMB - linkin park	112686
BEHIND BLUE EYES - limp bizkit	113309
BRING ME TO LIFE - evanescence	112651
GOING UNDER - evanescence	112968

grunge

SMELLS LIKE TEEN SPIRIT - nirvana	112530
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urban

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FAVOURITE THINGS - big brovaz	112560
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FIX UP LOOK SHARP - dizzee rascal	112937
JUS A RASCAL - dizzee rascal	113220
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PHAT PLANET - GUINESS ADD	113012
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IN DA CLUB - 50 cent	112440
CRAZY IN LOVE - beyonce knowles	112707
SATISFACTION - benny benassi	112751
DILEMMA - nelly feat. kelly rowland	112221
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LOSE YOURSELF - eminem	112289
IGNITION - REMIX - r kelly	112642
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ROCKY	111141
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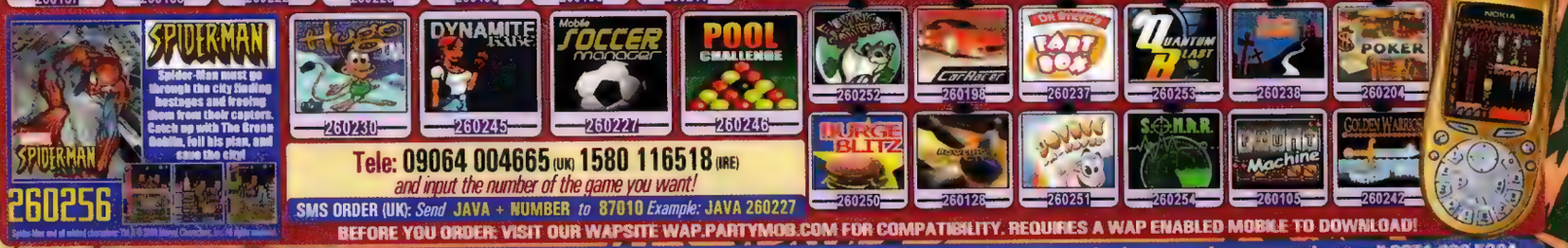

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INFOSTRIP

DETAILS
Developer: Square Enix
Publisher: Square Enix
Players: 1
Memory Save: 186K
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"USE IT TO PROVE TO YOUR MATES THAT THE PS2 DREAM IS WORTH BUYING INTO"
PSM2#14

GAMEFAX
RPG
Jap Curio
Saucy
Sequel

TRIVBURST
- 15 different outfits to switch between.
- 90 missions to tackle in any order you fancy.
- All the locations of the original plus a smattering of new ones.

THREE ME UP

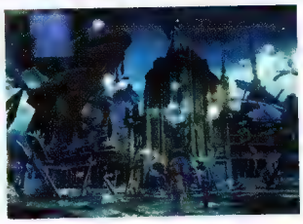
If you've already got the original game then you'll be familiar with our three leading ladies. What you won't know is this insight into a few of the vital stats and motivations that are driving this trio of virtual lovliness all over Spira once again.

RIKKU CHEW: At 17 she's the youngest member of the crew. Her father is *FF* regular Cid and she's Yuna's first cousin.

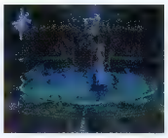
YUNA ECLIPSE: Yuna's a feisty priestess while Paine is a moody mare after the loss of her family to über-boss Sin.

"YEP, IT'S RETURNED LIKE A VERY, VERY OLD FRIEND"

FINAL FANTASY 10-2



Come on, you knew that after all the work they put into FF10 that they'd be back.



What goes around comes around. And the Japanese spin-off of *Final Fantasy 10* that would have once remained very much overseas is now – thanks to EA – being released in the UK. But if you try really hard not to get distracted by Rikku's suggestive half smile and tear your eyes away from Yuna's hotpants for just a minute you'll find a streamlined *FF10* with some new graphics and combat system. And that's about it.

That's not to say that this doesn't still outdistance a stack of other RPGs – *Wild Arms*, *Jade Cocoon 2* and their ilk can all go whistle. But, no matter how we look at it, *10-2* is more of an add-on than an all-new, 'proper' *FF*.

THAT'S YOUR PLOT: The new story is a clever interweave of the familiar and spin-off new bits.

THE MONEY SHOT

The battle system has been broken down into locations. Some have monsters attached, while others are empty for you to pick the pair along.

"THIS TIME IT'S AN ALL-GIRL TRIO OUT FOR HIGH ADVENTURE"

So, departures first. This time it's a girl trio out for high adventure as per a Hollywood blockbuster staring Cameron Diaz's arse. Now Rikku's a fox, Yuna retains her girlish charm, while Paine... Well, there's probably someone out there who goes for pale, sulky, rock-a-billy tomboys.

DRESS IS MORE

The new Dress-Up mode throws up some interesting variations in costume design while, at the same time, allows

AMEDIGIT

60

Number of hours gameplay stashed in the game. And the original *FF10* is even bigger...

FAVE 10-2 STARS

- Rikku
- Kimahri
- Auron
- Lulu
- Wakka

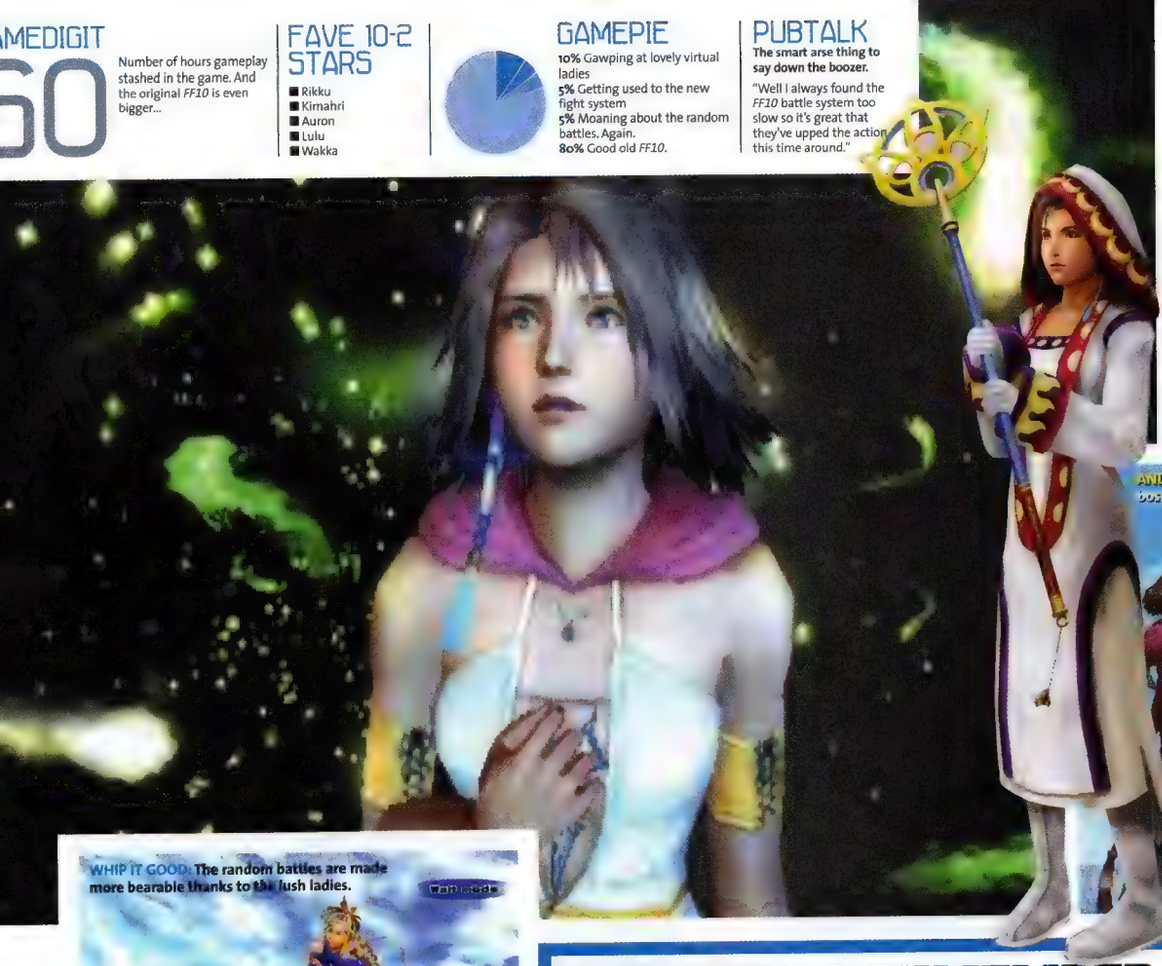
GAMEPIE

10% Gawping at lovely virtual ladies
5% Getting used to the new fight system
5% Moaning about the random battles. Again.
80% Good old *FF10*.

PUBTALK

The smart arse thing to say down the boozer.

"Well I always found the *FF10* battle system too slow so it's great that they've upped the action this time around."



THE BALD AND THE BEAUTIFUL: They've upped the action but there's still plenty of story too.

ANDY MCGRAB: Where else do you see bosses as beautiful as this? It can only be *FF*.

WHIP IT GOOD: The random battles are made more bearable thanks to the lush ladies.

EXTRAS! EXTRAS! EXTRAS!

More than any other mag!

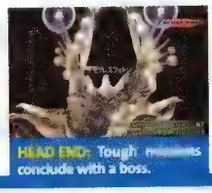
- All the characters from *FF10* appear. Kimarhi is living in the mountains, Wakka and Lulu are breeding like rabbits and Tidus... Well that would be telling...
- Boss battles come thick and fast. There's one moment, however, where everything takes a sideways jump into a scene from Dynasty... Shhhh, say no more...

A FIGHT TO REMEMBER

Now there's Dress-Up modes, elemental counters, bemani button bashes for some of the projectile attacks, defending one character while they charge up a spell... But, as with all Final Fantasy battle systems you'll find yourself actually looking forward to the challenge of the biiig bosses.

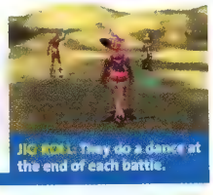
CHOP FLOOR: You'll recognise the monsters.

V-FOR-VENDETTA: As you play they get tougher.



HEAD END: Tough missions conclude with a boss.

GLAM CITY: Use spells on single bad guys.



JIG ROLL: They do a dance at the end of each battle.

"YOU STILL HAVE RANDOM BATTLES BUT EVERYTHING'S SLICKER"

you to tailor your trio of battlers in true *FF* fashion. One early combo that we found worked well was Yuna dressed as a White Mage for healing purposes, while Rikku and Paine went on the offensive as a Black Mage and Knight. Nothing's written in stone, though. You find yourself judging which fashion statement will work best against the current enemy. Lots of floaty mooks casting spells? Pull on your pointy hats and launch the counter incantations. Machina snakes with Gatling guns for heads? Bring out the blades and de-fang the lot.

TAKE ME TO B'HED

The other big change to combat comes with just how fast everything happens. You still have to deal with the shackles of random battles but everything's a lot slicker.

HOOT LOVIN': The characters are mostly familiar but there's a smattering of new outfits scattered throughout.

Other changes are that exploration appears a lot more open from the beginning. You start the game aboard an Al B'hed airship called The Celcius which can set you down anywhere within the current location list. Each mission, down on the planet, has a star rating for how difficult it is to complete. A refreshing touch. But while things seem more open, you inevitably find yourself opting for the easier tasks while your troop slowly level up. Nope, they've not thought of a way of making this more exciting. It's a deceptive approach that suggests freedom of movement while still channelling you down a preferred path.

CHEST THE TICKET

All the locations from *FF10* have been included, but most have undergone some serious redesign to spruce things up. Problem is, they're still all very linear in structure. The occasional new area does crop up, a fresh chest or ten can be found if you go a-huntin' but, for the most part, things are still pretty much a direct – if curtailed – line from A to B. We say curtailed because a lot of the footwork has been cut out to speed things up. Remember the section when you had to cross the causeway leading up to the Zanarkand Dome? Well it's gone, as are a number of other areas where leg work has been traded for more immediate access to the missions. True, you're never sure what you're going to be asked to do next – defend a wagon from bandits, dig through sand dunes for lost artifacts – but the variation does very little to shake the sensation that everything seems much smaller this time round.

Fortunately despite the feeling of compactness the game produces, you'll still find enough goodness to keep you at it. Yes, it is laden with repetitive busywork and comes with an impoverished weapons list, but the 'dress up' mode and the possibility of unearthing a better conclusion to Yuna's and Tidus' love affair will be more than enough for the fans. Which, in turn, will be enough for Square. So, another 100,000+ units sold, cash tills going into overdrive and the memories of a crap film and a shaky *FF11* rapidly fade into insignificance... **Jonnie Bryant**

■ *Final Fantasy 10-2* is out in the UK in March thanks to the all-conquering EA megalopolis.

PSM VERDICT

GAMEPLAY
+ The fastest turn-based action we've ever seen.
– The random battles still make us weep.

GRAPHICS
+ Lush and gorgeous like only Square know how.
– The framerate's still a touch jittery at times.

SOUND
+ The up-tempo jazz suits the action perfectly.
– The use of dialogue has been reduced.

LIFESPAN
Lots of main story, plus a decent set of mini-games. Not as engaging as the plentiful competition, especially for adults.

MINUTES — YEARS

IT'S BETTER THAN...
WILD ARMS

IT'S WORSE THAN...
FINAL FANTASY 10

As smart and good looking as the ladies that dominate the action but, ultimately, not as big or as compelling as Tidus' and Yuna's earlier story.

85

INFOSTRIP

DETAILS
Developer: KOEI
Publisher: KOEI
Players: 1-2
Memory Save: 187K
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...
"EXPECT MORE SHUFFLING MICRO SOLDIERS ABOUT A HILLY VIRTUAL BOARD"
PSM2#42

GAMEFAX
Strategy | War | Jap Curio | Sequel

TRIVBURST
- Four characters from the *Romance of the Three Kingdoms* world.
- Four campaigns lasting about 15 hours each.
- Now with a two-player head-to-head mode.

"FROM THE MINUTE YOU SAW THE TITLE, YOUR MIND WAS MADE UP..."

DYNASTY TACTICS 2

Here's mud in your eye. Oh, and all over your armour...

Star Trek geeks sport their communicator badges with pride at conventions. X-philes act similarly as do Xena freaks (still). However there are some TV shows whose fans dare not meet to speak its name. *Men's* programmes. Alas, there are no weekends for chunky blokes in welding masks to worship Scrapheap Challenge – but finally there is a place for Time Commanders fans to congregate. And that place is in the virtual world of *Dynasty Tactics*.

The game then. *Dynasty Tactics 2* is too complex for those with a casual approach to military captaincy but tricky enough to be more than just a string of mathematical computations. It is also a marked improvement over the original game. Visually cleaner and tactically tighter, KOEI have expanded the map section so that raising armies and allocating spies is given almost as much weight as holding the high ground and using the cavalry in a flanking attack.

Functional battle sequences are still cut into the action while new chain attacks lend greater craft to your military planning. However, despite a lengthy tutorial mastering such variations, the controls and the thirty plus special attacks take time, time that will deter anyone not in love with the original game or *Kessen*.

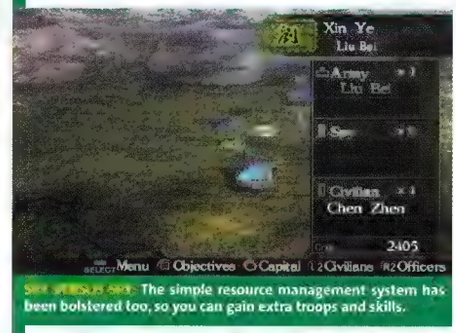
Seasoned soldiers will also be disappointed by the lack of variety between the troops, making many battles predictable before they are joined. Too many of the special skills also seem to function in the same way, negating the need to buy them. But you probably knew all this already. From the moment you glanced at the title on this review, your mind was made up – so keep reading or sign your life away now. **Alex Cooke**

ROCK 'LOBBER: Catapults and defensive turrets can be built on the battlefield with engineer units.

BATTLE CLASS

Dynasty Tactics 2, like it's predecessor, is split into two distinct sides. The first is pure strategy, similar to the board game Risk. But, perhaps the most exciting part of the game is the actual battlefield, where your generals direct the movements of your armies.

SQUARE DANCE: Up to ten chain attacks can be linked, so superior numbers really make their killing power felt.



SPY SPY: The simple resource management system has been bolstered too, so you can gain extra troops and skills.

ALL WELL AT HOME: This screen displays the status of your capital city. It seems you're building up a few spies there...

PSM2 VERDICT

GAMEPLAY
+ Army-raising and spies now carry more weight.
– But troops are far too similar, making it samey.

GRAPHICS
+ Visually improved from the previous game.
– But the look is still primarily functional.

SOUND
+ Recreates the time period nicely (we think).
– But the voice acting is quite poorly dubbed.

LIFESPAN
If you're a fan of this type of strategy game you'll find plenty of new elements to master and keep you playing for weeks.
YEARS

IT'S BETTER THAN...
DYNASTY TACTICS

IT'S WORSE THAN...
AGE OF EMPIRES 2

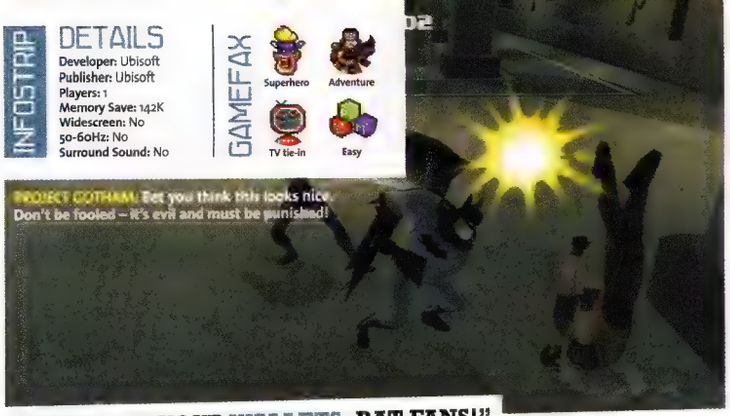
It will never break out of its niche, but *Dynasty Tactics 2* still offers a challenging and now slightly more refined experience for the already converted.

69

INFOSTRIP

DETAILS
Developer: Ubisoft
Publisher: Ubisoft
Players: 1
Memory Save: 142K
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Superhero
Adventure
TV tie-in
Easy



"VOTE WITH YOUR WALLETS, BAT-FANS!"

BATMAN: RISE OF SIN TSU

A man? Who dresses up a bit like a bat? Surely that would make him some sort of "bat-man"?

Holy cliche! This sucks the fat one! Sure, we all know not to expect a big roller disco of fun from 'licensed' games, but the lack of effort, craft and love that has gone into *Rise of Sin Tzu* really does take the mick. This is the scrolling beat-em-up at its most duff; so stripped of dignity that it makes *Lord of the Rings* look like an example of Euclidean geometry.

You've got Batman right? Well, he beats people up... and that's it. Goons turn up, you kick or punch them until they disappear. Press the kick/punch button three times and you get a combo. Mix up the punch and kick buttons and you get a total of 35 different combos, but none are much more effective than the original combo so there's no real point in them existing. Punch, kick, kick, frikkin' punch and repeat to fade. Not even sharing this misery with Batgirl, Nightwing and Robin can make this game palatable or playable.

The main bad guy, the rising Sin Tzu, is the first Batman villain to be dreamt up purely for a game. Bully for us. At the end of the day, this isn't the first Bat-rocity we've had to suffer. Nearly all Bat games have stunk since back in the day and it's simply not good enough. Time for vengeance – votes with your wallets, Bat-fans! **Dave Harrison**

■ Batman's hiding in your local games cave now.

PSM² VERDICT

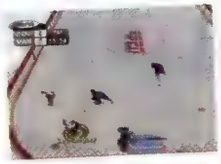
A real non-event of a game that's just the latest example of persistent Bat abuse. This is one super-hero who really deserves better.

43

INFOSTRIP

DETAILS
Developer: Kush Games
Publisher: Sega
Players: 1-4 players
Memory Save: 102K
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
US sports
Sequel
Official
Violent



"THIS IS ONE ICE COOL HOCKEY SIM..."

ESPN NHL HOCKEY

Sega Sports get branded while managing to maintain their slick high standards.

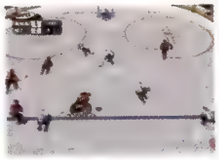
Not being a follower of a particular sport has never prevented gamers from enjoying simulated versions of said pastimes. Possibly not too many of us used to follow our local *Speedball* team. And it's the same with ice hockey – while a detailed knowledge of the game may be lacking in the UK, its speed, intensity and aggression has always appealed. Also, any sport that allows players to pull their opponents jerseys over their head and punch their teeth out has to be respected.

Something else that has to be respected is *EPSN NHL Hockey*, which is basically a Sega Sports title with the old EPSN license Konami used to have slapped on. This is quite literally an ice cool simulation, loaded with pristine graphics, fluid animation, comprehensive controls and airtight gameplay. It's got all the rosters, a healthy franchise mode and plexi-glass to die for. But this doesn't necessarily make it better than *NHL Hitz* as all *we* need from an ice hockey game is the ability to put the biscuit into the basket and an opponent through the backboards.

Arcadey is where it's at when it comes to enjoying Yankee sports and *ESPN* partly acknowledges this with a three-on-three Mini-Rink game and a Skills Challenge – much like the *PES3* Training Mode. But, just concentrating on these mini-modes means that much of the game's intricate detail will be wasted. To truly get the most out of this game takes practice and understanding, especially when defending as knowing when to check, poke the puck or simply crowd out is crucial.

Get *EPSN* if you really want to win the Stanley Cup with finesse and skill. But, if you just want Ice Warriors with sticks, *NHL Hitz* would probably be a better option. **Stephen Daultrey**

■ ESPN NHL Hockey *is sliding towards stores now.*



PSM² VERDICT

This is one ace ice hockey sim, but the emphasis on realism means it lacks the knock-about fun that makes Midway's *NHL Hitz 2003* so cool.

78

INFOSTRIP DETAILS
Developer: Black Isle Studios
Publisher: VU Games
Players: 1-2
Memory Card: [illegible]
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Sequel
Old skool

TRIVBURST
- More than 80 races to battle through
- Gorgeous environments and spells
- Engrossing gang versus evil storyline
- Tons of loot

THE WORKSHOP

The magical item crafting system is a new addition. Instead of just buying or finding weapons you can now visit a workshop and use rune stones and gems to give it additional powers. Experimenting with combinations is a fun aside from the business of skull cracking.

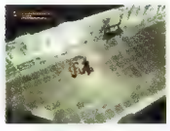
TOP OF THE MORNING: Find yourself an item of good quality. Any of the above 'fine' stuff will do nicely.

DON'T BE SO RUNE: At the workshop, slot a rune stone into it, then combine it with gems to enchant it with magical powers.

"DIE, ORC BOY, DIE! AIEEE! ETC! AH. SORRY..."

BALDUR'S GATE DARK ALLIANCE 2

Gather round for a tale of courage, honour and flagons of ale aplenty...



Whack! Thwonk! Ker-ching! Taste PSM2's ice-cold steel, filthy Kobald scum! Wallop! Bosh! Oh you want some too, do you? Die, fat Orc-boy, die! Aieee! Etc! Ah. Yes. *Cough.* Sorry. Got a bit carried away there. We've been so engrossed in cleaving through enemies with our trusty Bastard Lumphammer Of Twatting (+3) in *Dark Alliance 2*. It's dead good, this. Just like Justin Timberlake croons on those shit-awful McDonalds adverts, we're "lovin' it".

The last *Baldur's Gate* scored a respectable 70% way back in PSM2#17, but fell shy of becoming an all time mag favourite due to its simplistic hack-n-slash nature. On that front, not much has changed for the sequel. It's essentially still a clever clone of flaky old coin-op *Gauntlet*, where players move from area to area, whacking anything that moves and pulling levers to open doors, but we've come to appreciate it more this time around. See, what's so good about *Dark Alliance 2* is that there's so much fun to be had you quickly forget you're just mashing buttons.

For newcomers, a word of explanation. *Baldur's Gate* started life as a series of stat-heavy RPGs on PC, based on the complex rules and intricately-detailed world of ancient pen-n-paper role playing game Dungeons & Dragons. After winning armies of fans and gaining unilateral praise, Bioware began developing a 'console-friendly' version – one which captured the essence of what made *BG* great, while giving us more adrenaline-seeking types a more instant, less intimidating experience. The result was *Dark Alliance*.

"IT'S ESSENTIALLY STILL A CLONE OF THE FLAKY OLD COIN-OP GAUNTLET..."

TOP 5 GATES

- Garden
- Pearl
- Water
- Gareth
- Bill

GAMEPIE

70% The original *Dark Alliance*
15% *Gauntlet* (arcade version)
10% Brian Blessed
5% Pewter trousers
0% Not another Legend

QUESTION...

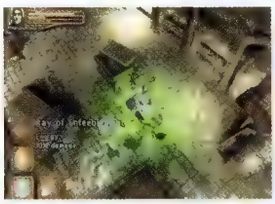
Dark Alliance developer Black Isle Studios have recently made a PC game for the separate *Baldur's Gate II* series. What is it called?

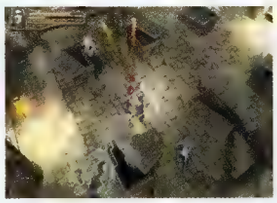
ANSWER

Throne of Bhaal, a sequel to the other *Baldur's Gate* game. *Shadows of Amn* to keep us confused.

SKELETON KEY: The boney forces of the undead often attack in huge numbers.

LAST STAND: Things are looking desperate for our intrepid adventurer as the forces of evil close in...





DOWN THE DRAIN: Certain enemies drain your energy with their magic

EXTRAS! EXTRAS! EXTRAS!

Bonus Baldur's alert!

- The US version comes with a bonus DVD featuring videos, hints and tips, audio commentary, character profiles, photo gallery plus concept art of creatures and NPCs.

HEROES FOR HIRE

Nary a sturdier bunch of likely fellows would you find anywhere in gamedom than this brave band of adventurers. Pick one, or if you're opting for the co-op mode, pick one each, then embark on your very own path to glory and riches. Huzzah for the heroes of *Baldur's Gate*! Can we stop now?

DORN: The ultimate master of swordsmanship.

ALLESSIA: Her powerful healing skills are invaluable.

VHAIDRA: Tough, fast and skilled in melee combat.

BORADOR: Ranged weapons and stealth are strengths.

YSURAN: Nifty at raising the dead and magical abilities.

DA2 picks up events in the troubled town of Baldur's Gate not long after the last game. This time, there are five playable characters, each with their own specialties and hence a differing approach depending on whom you choose. Pick Ysuran the necromancer, for instance, and you can summon undead allies to fight alongside you, soaking up attacks while you stand back casting spells from a safe distance. Pick Dorn the human barbarian and you'll take the more direct approach; armoured up to your beard and diving into every ruckus.

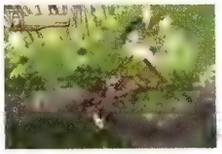
Furthermore, the system of levelling-up and skills allocation (whereby you can customise your character's skills in a multitude of ways) means that there's further scope for variation. Characters can now fight with a weapon in each hand, for example, but in order to fully benefit from this you'll need to allocate points to that feat. On the other hand, if you want to cast spells you'll need to have your spell book out, so you can't use two weapons at once – but you'll be able to dish out fiery death from across the room.

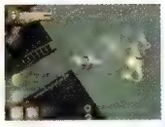
"CHARACTERS CAN NOW FIGHT WITH A WEAPON IN EACH HAND..."

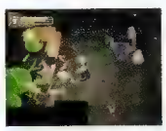
As with the last game, a fantastic two-player co-op mode means that you don't have to fight alone and doubling up means you can spread skills around. For example, with a Magic User's Entangle spell you can bind enemies to the spot, enabling Borador the dwarven rogue to pick them off with his bow and arrows from a safe distance. There's something immensely satisfying about working your way together through the seemingly endless waves of minions and bosses.

The game's much bigger now, with around 80 areas to play through, compared to its forebear's 40. These range from dingy, cobweb-clad dungeons to frozen mountaintops and gleaming marble-lined palaces – and they're rammed to the rafters with a wide variety of foes, like pesky goblins and venom-laden spiders.

SWORD OF LIGHT: That nasty troll isn't going to last long once we start swinging our light sabre.







Visually, it's had a bit of a spring clean. Spell effects are still dazzlingly impressive; illuminating darkened dungeons like fantastical fireworks displays and the water effects are nothing short of amazing. Some mightn't like the (almost) top-down view, but it works well and the rotational camera means you won't miss anything.

So yes, it's more of the same wizards-n-warriors button bashing, but by the dark lords above it's well done. The story's great, the wealth of skills, items and weapons is utterly engrossing, the graphics and soundtrack ooze quality and the co-op mode simply rocks. Those without a penchant for fantasy settings might struggle to find a warm place in their heart for *BG*, but ignore it and you'll be missing out on something really quite special. **Adrian Lawton**

■ Verily, *Baldur's Gate 2* comes to the UK in March.

PSM2 VERDICT

GAMEPLAY
+ It really is quite brilliant in co-op mode.
– Somewhat repetitive hack-n-slash combat.

GRAPHICS
+ Beautiful characters and environments.
– Fantasy setting won't be to everyone's taste.

SOUND
+ Atmospheric score and great sound effects.
– Some extremely cheesy voice acting.

LIFESPAN
Twice as big as the last one, with replay value through character customisation. Co-op mode means you can play it with a friend.

MINUTES — YEARS

IT'S BETTER THAN...
BALDUR'S GATE

IT'S WORSE THAN...
DARK CHRONICLE

More of the same fantasy hack-n-slashery, but bigger and better than before. If you missed the last one, do not make the same mistake again.

82

INFOSTRIP

DETAILS
Developer: Sony
Publisher: Sony
Players: 1
Memory Save: 73k
Widescreen: No
50-60Hz: No
Surround Sound: Yes

GAMEFAX
survival horror
PS2 exclusive
Original
Hard

TRIVBURST
- 78 episodes to play
- 10 characters to play as, plus recurring non-playable characters (NPCs)
- The game unfolds over three days, all events logged on scenario diary

THE MONEY SHOT
The first time you 'sight jack' and get a full dose of undead-o-vision – complete with heavy breathing – is horrible. Especially when you see yourself.
PSM2 BRONZE AWARD

JACK AND KILL

'Sight Jacking', it's the way forward. Tune in with the analogue stick and prepare to 'be' a rotting corpse. Not pleasant, but very helpful – and you're visible as a blue cross, so you're able to figure out where you are. Nice. Until you get your face eaten off, that is.

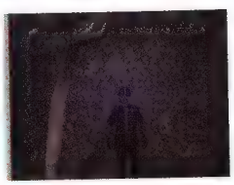
ME TOO: You can sight jack into your partner and see through their eyes as well. Very helpful if you get lost. And you will.

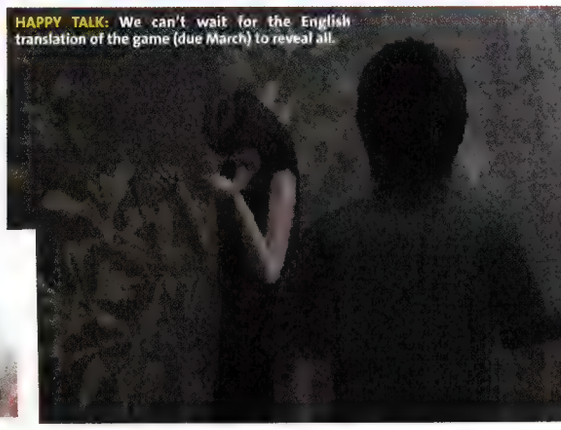
SEE ME: You can pick up several zombie 'signals'.

GUN RUN: Enemy weapons become quickly apparent.

"PLAYING ALONE NAKED AT 2AM HELPS..."

FORBIDDEN SIREN

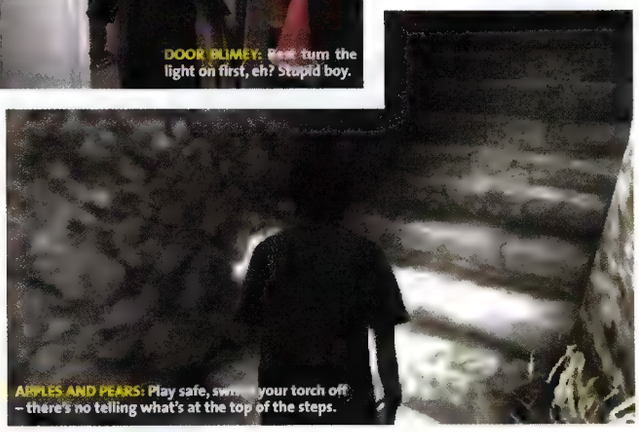



HAPPY TALK: We can't wait for the English translation of the game (due March) to reveal all.

Sony's new survival horror prepares us to make with the brown once again.

DOOR BLIMEY: Best turn the light on first, eh? Stupid boy.

OLD FOG, NEW TRICKS: The mist is brilliantly atmospheric.


APPLES AND PEARS: Play safe, switch your torch off – there's no telling what's at the top of the steps.

Games are rarely *actually* scary, no matter how full of mist, fog, moans and inside-out vampires they might be. Up against the real-life horrors of international war, the threat of terrorism and the promise of a visit from the in-laws, polygonal zombies don't exactly hold much in the way of actual fear.

Nonetheless, it's all relative. In the distant reaches of the night the fact that you can simply turn your PS2 off isn't *quite* so reassuring. And if you're willing to suspend your disbelief (as well as play alone, naked, at 2am, which helps) then *Forbidden Siren* can be, if not goosebump-raising, then at least richly atmospheric and creepy.

To the story. An earthquake has done something evil to the coastal Japanese village of Hanyuda. The sea is blood-red and most of the inhabitants have turned into zombies. *Siren* plunges you into the lives of ten characters in the midst of this horror, played over a long series of mini-episodes and three days. These episodes are inter-linked in various places and cunningly influence each other. For example, taking items in one episode might affect another and different characters might approach the same areas at different times, although the zombies remain. And in a brave move, you can't send the undead permanently back to their graves, even when you manage to get hold of weaponry.

Siren is all about stealth and bears comparison with Rockstar's *Manhunt*. Getting spotted is invariably fatal (three hits and you're out, basically), caution is paramount and it's absolutely essential to avoid being seen. You're equipped with a torch and while you need it to get your bearings, it also makes you horribly visible. But, whereas *Manhunt* is punctuated with action, *Siren* is

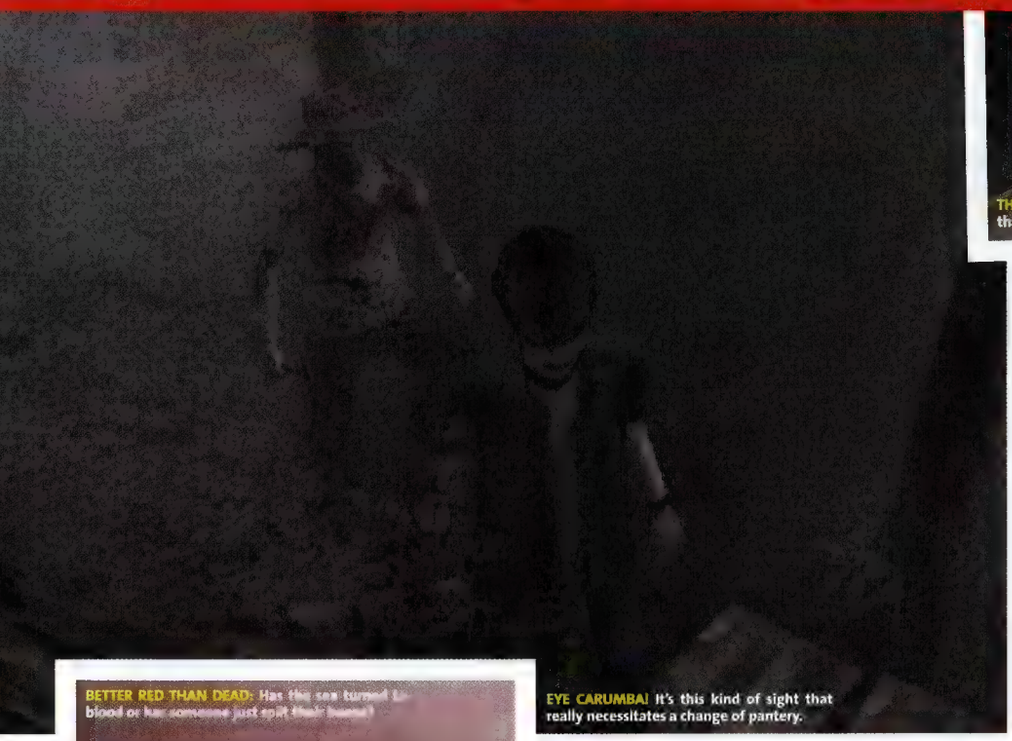
COP KILLER: This slack-jawed zombie cop is the first cadaver you meet.

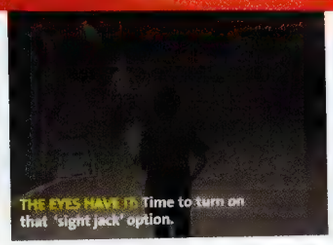
QUESTION... Which survival horror game did the *Forbidden Siren* team work on before they joined Sony?

DOT.COM www.playstation.jp/scej/title/siren
While you wait for the UK release, take a look at the spooky lair. Ever seen the original version of *Ring*? Well it's like that. Bro.

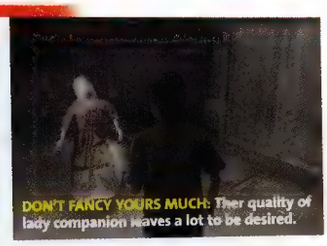
TOP 5 ZOMBIES
- Those dogs in *Resident Evil*
- www.zombiepimp.com
- The cocktail
- Bub from *Day of the Dead*
- Rob Zombie

ANSWER *Silent Hill Siren* director Keiichiro Toyama and his boys all worked on the Konami classic *White*, which explains all that fog.



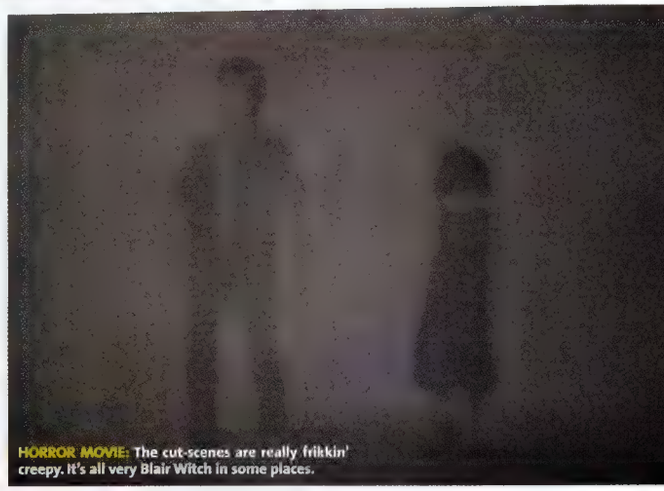


THE EYES HAVE IT: Time to turn on that 'sight jack' option.



DON'T FANCY YOURS MUCH: Their quality of lady companion leaves a lot to be desired.

EYE CARUMBA! It's this kind of sight that really necessitates a change of pantery.



HORROR MOVIE: The cut-scenes are really frikkin' creepy. It's all very Blair Witch in some places.

BETTER RED THAN DEAD: Has the sea turned to blood or has someone just spat their lunch?

EXTRAS! EXTRAS! EXTRAS!

Siren's extra characters

- Once you get around the translation problems, you'll see *Forbidden Siren* is a bit on the short side – 78 mini-missions might sound a lot but not if some of them only take a second or three to complete.
- Sony have addressed this by making you play through the entire game again and again. Every time you complete *Forbidden Siren*, another character is made available with ten in total to unlock.
- Unfortunately, the town map doesn't change so you might get a bit bored on your tenth go...

funereally slow – its drama provided by tension and the knowledge that there are *things* out there that might spot you. Progress is similarly snail-like. You'll have to take things very carefully and reconnoitre each area. This is especially true when you're given a secondary character, *Ico*-style, to escort. In these situations it's wise to scout ahead before trying to get your newfound partner the hell out of dodge.

The gimmick here is that you can 'sight jack' enemies. In practice this means hitting L2 and 'tuning in' with the left analogue stick so you can see through the eyes of any zombies on a given level. It's a neat trick and definitely unsettling – the hiss of static gives way to a view of whatever the undead are seeing. Get spotted by the rotting

PIECES OF DATE: This sexy spreadsheet logs who you've played and at what time. Cool. Really.

VILLAGE OF THE DAMNED

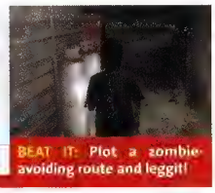
Get the frick out! As quickly and quietly as possible. It's foolish to hang around, really, with all the locals – including nice Mr. Takashi the librarian and poor old Dancin' Pete the local hobo – having been turned into brain-eating undead horrors. Ah well. Serves 'em right, probably.

ALONE IN THE DARK: Dark, foggy and cold. Not ideal.

EYE EYE: Best have a quick scan with the ol' sight jack.

DEAD GOOD: Ooh, crumbs. Lotsa nasty zombie fellas.

MAP OF LUXURY: Check the map and find yourself.



BEAT IT: Plot a zombie-avoiding route and leggit!

"ZOMBIES STILL CLING TO THEIR IN-LIFE BEHAVIOUR"

horrors and you're treated to a practically-subliminal burst of *yourself*, as seen by whatever foul thing is shambling towards you, which is genuinely quite horrible.

The idea behind the 'sight jacking' is to allow you to navigate through a given level. Using your map (which *doesn't* pinpoint you on it) and recognising landmarks and locations through the eyes of the undead, you can plot your position and plan a route accordingly. It's impossible to simply blunder through a given level. You'll need to think about every move. This makes the game a considered affair and one that really requires a certain frame of mind to be enjoyed properly.

But if you *are* prepared to take your time with it, *Forbidden Siren* can be a gruesome treat. The fogbound village is hugely evocative and the horribly-realistic characters (sporting digital portraits moulded over polygonal faces) are eerily convincing. The zombies still cling to their in-life behaviour; some patrol with torches (just the fact that they move around is pant-moistening),

others stand guard with rifles and gardeners stick near their bushes and fences. It's a brilliant exercise in atmosphere.

For all the game does well, though, it's not as satisfying as we'd initially hoped. Once you've cracked a level you'll find you can quickly whizz through it right sharpish (literally in seconds, in some cases). Additionally, once you've got the hang of the the gameplay, the small size of most of *Forbidden Siren*'s 78 levels becomes all too apparent. A shame.

Nevertheless, *Forbidden Siren* is a refreshing take on the survival horror game and offers a truly engaging slice of eeriness. We're certain that the English-language version of the game will deliver nuances not present here due to the Japanese language barrier. If you're a *Silent Hill* fan we suggest you keep an eye on this. **Jes Bickham**

■ If you feel a cold and clamy hand grabbing you

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Tense, funereal and unnerving. – Extremely slow-paced and thoughtful.	+ Eerily-lifelike characters and some brilliant fog. – Relentlessly dreary and very dark indeed.	+ Excellent effects – heavy breathing, lots of static. – Not exactly cheery or full of variety.

LIFESPAN
Takes a while to figure out, and it's incredibly slow-paced, but you'll whizz through it on your second time around.
MINUTES — YEARS

IT'S BETTER THAN...
RESIDENT EVIL: DEAD AIM

IT'S WORSE THAN...
SILENT HILL 3

PlayStation.2

A great gimmick and tremendous atmosphere make *Siren* one of the most effective (if a tad samey) survival horror games yet. Roll on March.

80

INFOSTRIP

DETAILS
Developer: Namco
Publisher: Sony
Players: 1
Memory Saves: 51KB
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

GAMEFAX
Action adventure
Violent
War
Hard

TRIVBURST
- Utilise cover and blindfire, all control from behind it
- A plot involving the hero's missing memory
- Advanced AI – enemies attack as a team

PSM2 BRONZE AWARD

COVER ME!

The best thing about *Kill.switch* is that it forces you to use your surroundings and think about things, rather than standing in front of loads of soldiers shouting 'booya!' and holding down the trigger. And dying. This leads to all sorts of unscripted drama as you leap between cover and enemies start hurling grenades and working together to bring you down.

EYE OF SHOOT: Stick your gun over the top of some cover and you can 'blindfire'. Very helpful – but also very inaccurate.

BANG: Hurl a grenade and the bad guys dive to the floor.

WESLEY SNIPES: Go first-person with any of the guns.

"YOU'RE GUARANTEED A SWIFT AND MESSY DEATH"

KILL.SWITCH

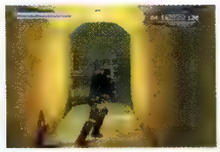
It's a bit like a stealthed-up Kill Bill. But with less Bill. And more Switch.

As a game that features a man with a gun, *kill.switch* doesn't exactly scream uniqueness. There's a touch of *Conflict: Desert Storm* in the third-person action. A tiny smidgeon of *Dead To Rights* in the one-man missions (sadly minus any dogs). Hell, there's even a blue-grey oil rig with raindrops spattering against the 'camera lens' like a certain other game with a gun-totin' stealthbloke in it.

GUN RUNNING: Sadly, our hero runs like he's got a bad case of arse-slurry.

However dig a little deeper and you'll find *Kill.switch* has a flavour all its own. The use of cover is vital. If you don't use it, you're guaranteed a swift and messy death, leading to some tactical path finding as you try to lock down the best cover-hopping way to get through a level. In time-honoured fashion, hitting L1 sees you back up against a wall, enabling you to poke around a corner and squeeze off a few shots. So far, so familiar – but the 'blindfire' mechanic, which allows you to spray bullets indiscriminately over the top of a low wall or table, is a great touch, sending enemy soldiers scrambling for cover.

In fact, the enemy AI is one of the most impressive things about the game. Bad guys genuinely work together to converge on your position, offering covering fire as a comrade advances and moving carefully to where they can shoot you dead. They'll even dive to the floor if you'll hurl a grenade at them. The sum total of Namco's hard work is that the game provides huge amounts of unscripted drama and movie-like dynamism. Great stuff.



Sadly, it lacks variety, other than that provided by the environments and the actions of your opponents. Also, the camera annoyingly backs up in closed quarters. More crucially, *Kill.switch* can be completed in about six hours. While you'll have a good time over those six hours, it's hard to justify the money-to-entertainment ratio.

Nonetheless, while it lasts, the fact remains that the game is highly enjoyable. The intriguing plot – dealing with the main character's amnesiac nature – is well-delivered, but despite its good intentions, *Kill.switch* is ultimately a little undercooked. **Jes Bickham**

■ *Kill.switch* is coming to the UK in February.

THE MONEY SHOT

You're hiding behind an upturned table, you poke your gun over the top and blow a grenade towards the enemy. Watch 'em scatter and die. Cool.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Excellent tactical shooting. – But it lacks variety and long-term interest.	+ Crisp and effective, does the job nicely. – Not too flashy, can be plain in places.	+ THE SOUND OF WAR! (um, it's very loud). – The same old bullets and bangs though.

LIFESPAN
Very short indeed. Won't last you through the day, despite a steep difficulty level. Guaranteed fun to revisit, though.

HOURS — YEARS

IT'S BETTER THAN...
OPERATION WINBACK

IT'S WORSE THAN...
METAL GEAR SOLID 2

Kill.switch is a excellent action-filled romp with cool tactical overtones, but sadly lacks variety and is over way too quickly. One for the specialists wethinks.

78

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Why the days of hardcore games are numbered

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"DO THAT AGAIN AND I'LL KICK YOUR ASS CLEAN OFF"

SHANGHAI KNIGHTS

Jackie's fists, Owen's wits and loadsa madcap shit.

The history of Jackie Chan's American films can be summed up in one word: mixed. The Chinese chop socky master is best known for the likes of Police Story, Armour Of God and Drunken Master. But since he started splitting his time between all-Asian produced movies he's let director after director foist some of the worst scripts and sidekicks known to man on to his Stateside efforts. Result? The likes of Who Am I? and Twin Dragons. Rush Hour survived – no thanks to an utterly annoying performance from screech-gob Chris Tucker.

Thank goodness, then, for Shanghai Knights, which follows on from the hugely successful Shanghai Noon. This time around, the stakes are even higher – Jackie's father has been killed by bandits stealing a precious Chinese scroll and his sister is missing, having travelled to England on the trail of pop's murderers. Cue Jackie seeking out a broke Owen, who's squandered the loot from the original movie. With the pair back together again, it's off to London...

If Noon put a comic spin on all those hoary western clichés, Knights attempts to do the same for London period dramas and Sherlock Holmes movies. We're in a foggy Victorian metropolis full of bobbies and Jack The Ripper (yes, we do get to 'meet' the legendary killer at one point). But it's really just the backdrop for more of Chan's amazing stunts and Wilson's laconic wit.

HEY, BUDDY

It manages to capture a lot of that film's wit and playful madness, while never quite reaching the same standard. Adhering strictly to the ain't-broke-don't-fix school of filmmaking, you'll know exactly what to expect. Liked the original? Get this one. It's as simple as that.

STARRING
- Jackie Chan
- Owen Wilson
- Donnie Yen
- Aidan Gillen
- Fann Wong
- Gemma Jones

DIRECTOR
- David Dobkin

CERTIFICATE
- 12

PRICE
- £15.99

PSM VERDICT

MOVIE	GOOD + BAD	DVD
+ A great sequel to Shanghai Noon. – Too lightweight for Jackie's hardcore fans.	+ The Chan/Wilson comedy partnership. – Jackie's little sister. She's a right pain in the arse.	+ Nice commentary and decent enough features. – No massively in-depth, stunt-packed 'making of'.

EXTRAS

A commentary by the cast and director is well worth a listen and the deleted scenes are good enough to be included in the finished film. The featurettes, however, are clearly made for American TV and do little more than explain the plot. Thanks...

IT'S BETTER THAN...
THE TUXEDO

IT'S WORSE THAN...
POLICE STORY

Easy to love if you're a Chan fan, but plenty of credit must go to Wilson too – the pair do make a great team. Exciting, lightweight, Friday night froth.

7/3

IDENTITY

There's a killer on the loose... and it's me? Or is it?

STARRING
- John Cusack, Ray Liotta, Amanda Peet, Alfred Molina

DIRECTOR
- James Mangold

CERTIFICATE
- 15

PRICE
- £19.99

Now this turned out to be something utterly unexpected – and it's all the better for it. In fact, Identity is so good that if you want to be totally surprised, stop reading this review and just go watch the film. You'll thank us.

Still here? Still need to be convinced? Identity appeared to be everything that was staid about recent horror movies. Gather together a group of strangers in a weird, near-deserted motel then watch them start dying as an unknown killer stalks them. So far, so utterly standard. However, Identity is anything but. Coming from the director of Cop Land, this tricky thriller will get your head spinning with twists, turns and rug-pulling, leading you down one theory path before totally changing track and having you slapping your head, amazed you didn't see it before.

KILLER CUTS

Yet despite its clever-clever script, Identity is still a good, old fashioned slasher film. It's just that the brain cells will be stimulated alongside the adrenal glands. Cusack is great, but then so is just about everyone in the movie. Suspicions pile up as people start dying, tensions run high, and we're teased and tormented by flashes of another scene in progress, this one with Cusack in a straight jacket, trying to get to the truth of the matter. When the reality is revealed, you'll be gasping.

PSM2 VERDICT

MOVIE	GOOD + BAD	DVD
+ Intelligent script and a great cast. – Can be a bit too 'slasher pic' in some places.	+ Plot keeps you guessing right to the end. – A little low on out and out action scenes.	+ Excellent alternate endings give a new twist. – Commentary can be a bit 'cerebral' at times...

EXTRAS

We're suckers for alternate endings and the bevvy on offer here really do give you a different perspective on the film – if non are as effective as the 'real' one. Deleted scenes are a little unneccesary here and the storyboards a bit useless. Nice (poncy) commentary tho'.

IT'S BETTER THAN... INSOMNIA

IT'S WORSE THAN... MEMENTO

One of the new breed of intelligent, well-acted, plot-twisting murder movies. The cast keep the script buzzing and despite the tedious setting you'll be hooked.

80

BRINGING DOWN THE HOUSE

STARRING
- Steve Martin
- Queen Latifah
- Eugene Levy

DIRECTOR
- Adam Shankman

CERTIFICATE
- 12

PRICE
- £17.99

So it's come to this? Steve Martin, the man who was The Jerk, reduced to effectively being the straight man in this tired comedy of mishaps, mix-ups and race relations? Queen Latifah sweeps most scenes out from under him as the Black ex-con who strikes up an e-mail relationship with Martin's neurotic lawyer, only to shake up his life for the (yaaawn) better when he meets her for real.

Most of the jokes are misfires and when it's just Steve on screen, things slow down terribly. Fast forward through to Eugene (American Pie) Levy's lines as he falls in love with Latifah.

A huge American hit – mainly because they love to watch a dumbass white guy get screwed.

55

WRONG TURN

STARRING
- Desmond Harrington, Eliza Dushku, Emmanuelle Chriqui, Jeremy Sisto.

DIRECTOR
- Rob Schmidt

CERTIFICATE
- 18

PRICE
- £24.99

Borrowing liberally from the likes of The Texas Chainsaw Massacre, this sets five tank-topped, low cut jean-wearing, sexy teens up against a pack of drooling, inbred killers. As you do. Produced by effects guru Stan Winston, you might be forgiven for expecting a little invention, but only the death scenes show any real flair or quality.

If that's all you're looking for (sexy girls get scared – then cop it one by one) then knock yourself out. But don't expect the rest of the film (either in the writing or acting departments) to match up. This is strictly by-the-numbers horror with little to recommend it. Go rent Chainsaw again and see how it should be done.

59

トクセンジョウホウトクセンジョウホウ

Films from another space and time

ANIMANIA

EVANGELION VOLUME 7

The latest three episodes instalment of Neon Genesis Evangelion collects episodes 22-24 and is definitely not the place for a newbie to start. This is incredibly complicated stuff and revelations abound but will mean little to the casual viewer. For the hardcore though, this is phenomenally rewarding stuff and, as always, it's got giant robots in it. Fracking

83

DIRTY PAIR FLASH

Random Angels, as this set is called, contains episodes 12-15 of the show and, as ever, is bit of an acquired taste. We have a hard time getting to grips with the clumsy innocence of these two weapon-toting lasses and some of the humour doesn't translate terribly well. Still, at least Kei and Yuri aren't your stereotypical action heroes.

70

HELLSING

We love our horror at PS2 and this entertaining Eastern look at some decidely western mythology is great viewing. Fighting against a big vampire baddie called – get this – Alucard, the Hellsing organisation take heavy losses and our toothy villain faces an old enemy in the form of Paladin Alexander. So this and two sisters fighting. What's not to love?

79

ALSO RELEASED

BATTLESTAR GALACTICA BOX SET

Released 12th Jan **Cert** 15 **Price** £49.99

Spaceships! Evil robots with swishing red neon eyes! Annoying moppets with muppet robo-dogs! Face from out of The A-Team as a pilot hero! Ah, memories...

60

JEEPERS CREEPERS 2

Released 26th Jan **Cert** 15 **Price** £15.99

More back-to-basics horror as another pack of lustful teens are slaughtered by a mysterious killer. The (too short) original was better. But not by much.

45

ROBIN HOOD: PRINCE OF THIEVES: EXTENDED VERSION

Released 26th Jan **Cert** PG **Price** £19.99

Not the Special Edition, which was released earlier in the year – this Extended Version simply offers some more deleted foota added into the film. For fans only.

62

VALLEY OF GWANGI

Released 26th Jan **Cert** 12 **Price** £12.99

Classic stop-motion dino action as a group of cowboys discover a big lizard-type living in a hidden jungle clearing. Madness and King Kong-style animation ensues.

65

© Kobal

"THE GAMES YOU NEVER PLAYED, BUT REALLY SHOULD HAVE"

THE BEST 50 GAMES YOU'VE NEVER PLAYED

Sod the chart-toppers – the shelves are heaving with PS2 fun. Here's 50 games you probably passed by on your mad scramble to buy FIFA. Again. Shame on you...

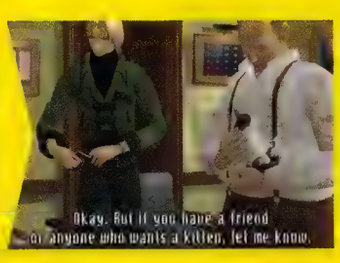
SHADOW OF MEMORIES

A time-travelling mystery adventure played out in a Groundhog Day world.

01 It's Back To The Future meets Quantum Leap with a dash of Faust. Too confusing? Right then – you're trying to solve your own murder by hopping backwards in time, but removing the immediate cause isn't enough. Cue generation-skipping hilarity as you menace peasants with a mobile phone and mess about with time. Labyrinth plotting, six endings and a genuinely great twist make this a must for anyone who likes their gaming cerebral. Unintentionally funnier than *Escape From Monkey Island*, too.

WHAT WE SAID: "Play it a few times to appreciate it" PSM #06

AVERAGE PRICE: £10



DEAD TO RIGHTS

Send in your dog to soften 'em up.

03 Okay, it looks like an ass-coloured ripoff of *Max Payne* with a dog in it. But the difference is, *DTR*'s PS2-specific controls make bullet-time shooting more instinctive, with human shields, head-ventilating disarm moves and a sequence of cheeky minigames to break up the monotony. Better than *Enter The Matrix* and *True Crime*.

WHAT WE SAID: "Loads of action" PSM #38

AVERAGE PRICE: £20–25

NEED FOR SPEED: HOT PURSUIT 2

Acres of shiny dream machines.

04 *Burnout 2*'s got it beaten for sheer, face-flapping velocity, but *NFS* does everything else right. The perfect risk/reward balance on shortcuts, the licensed yet smashable cars, the utterly brilliant call-in-choppers-and-roadblocks Pursuit mode - it's the car game crash-fetishists dream about. EA's bottomless pockets do the job again.

WHAT WE SAID: "Not quite perfect, but damned close" PSM #28

AVERAGE PRICE: £20

HALF-LIFE

The shooter that every other shooter wants to be.

02 Don't let the PC heritage put you off – *Half-Life*'s still the best story-driven shooter around. The set pieces have been ripped off everywhere from *Red Faction* to *Fire Warrior* without being bettered, and the weapon selection's beautifully balanced. It's got the most chillingly downbeat ending since the movie Seven, too.

WHAT WE SAID: "Never played it on a PC? It's a must buy" PSM #16

AVERAGE PRICE: £20

"HALF-LIFE'S STILL THE BEST STORY-BASED SHOOTER AROUND"

EXIT IN THE ACT: The pistol's sweet for headshots.

ALIEN NATION: The plot's one of the best you'll see...

SQUIDS IN: And as for that blind tentacle boss - blimey.

THE TOP TEN BEST-SELLERS YOU SHOULDN'T EVEN BOTHER WITH

1 TOMB RAIDER: THE ANGEL OF DARKNESS
Core get carried away with the plot and forget to fix a seven-year old broken control system. Tch.

2 CRASH BANDICOOT: THE WRATH OF CORTEX
Sold like granny-tricking hot cakes, played like the PSone title it clearly originated from.

SAMURAI

Honour, respect and slice 'n dice.

05 *Soul Calibur* does the arcade swordplay perfectly, but for the feudal etiquette you can't beat *Samurai*. A variety of paths give you stacks of options for how to play – do you join the mercenaries, hook up with a sword school or simply go the wandering ronin/psycho route? Short but sweet, with fighting that is only a shade more forgiving than *Bushido Blade*'s. It's a tough nut to crack.

WHAT WE SAID: "Clever combination of chatter and extreme violence" PSM #25

AVERAGE PRICE: £15

SKY ODYSSEY

The gaming equivalent of Nitrous Oxide

06 No guns, no bombs and breathtakingly fiddly controls – why not just get *Ace Combat 4* in, eh? Well, if you know the joys of coaxing *GTA*'s Dodo through the skies, then you'll love tweaking the throttle and avoiding stalls through 12 oddly relaxing adventure missions in PS2's answer to the N64 classic *Pilotwings*.

WHAT WE SAID: "Addictive, with a real sensation of flight" PSM #08

AVERAGE PRICE: £12

SPY HUNTER

The Inspector Gadget of driving games bringing back the spirit of the 80s.

07 Liked the driving bits in *007 Nightfire*? Want something a bit more substantial? Then go for this – 12 levels of oil slicks, homing missiles and hubcap-mounted razor blades. *Spy Hunter* crams in references to the Spectrum original – including your car turning into a boat for the watery bits – but it's the slickest, quickest shooty chase game on PS2.

WHAT WE SAID: "Beautifully crafted, with a vast sense of style" PSM#14

AVERAGE PRICE: £15

MUSIC 3000

Make your own beats, bleaps and anthems in this all-in-one studio.

08 Sod crotchets and quavers – *Music*'s more powerful than most 80s studio kits, and it's still as easy as slotting blocks together. It's worth getting the most recent version for the Voice 2 music function, which – theoretically – converts any melody you can whistle into useable blocks. Go on, do something creative for once.

A USB mic would be a handy extra...

WHAT WE SAID: "No other console music creation game can compete" PSM#35

AVERAGE PRICE: £20 - or about a tenner for the original.

CHAOS LEGION

Ice-cool gothic action adventuring

09 Imagine *Devil May Cry* with the exploration removed and even more combat crowbarred in. Sounds like a lot of combat? Well, it is, but it's improved by an enhanced fighting system, *Dynasty Warriors*-beating packs of enemies and some frankly colossal bosses. Apply liberal dashes of *Final Fantasy* stylings and you've got yet another classy Capcom beauty.

WHAT WE SAID: "All-out action and innovative gameplay make this the one for you" PSM #39

AVERAGE PRICE: £25

EPHEMERAL FANTASIA

What you get when you mix an RPG with a guitar-thrashing bemani game

10 Let's face it – you haven't got Konami's thwunking great guitar peripheral, mainly because they're about the same price as a normal 'axe'. But there's much more to *Fantasia* than the axe-strumming sections, with a game system that's like Groundhog Day stretched over a week forcing you to scoot about solving a murder mystery in quasi-real time.

WHAT WE SAID: "Smells of entertainment" PSM#12

AVERAGE PRICE: You can get it for a tenner, but the guitar's a bit more.

APE ESCAPE 2

A ton cheeky monkeys await in this platformer.

11 Get your paws on this, you damned dirty human – it's fun and with 279 apes to nag at your gotta-catch-em-all mentality, frighteningly big. Admittedly, it isn't much different from the original, but with gameplay this solid, do you really care? It's got a chimp football minigame in it, too.

WHAT WE SAID: "Like the original, only bigger" PSM #30

AVERAGE PRICE: £18

3 HARRY POTTER AND THE CHAMBER OF SECRETS

But why not just read the book? Or watch the film? Or get yourself a frickin' wand?

4 LORD OF THE RINGS: THE TWO TOWERS

Looks just like the film, plays just like *Golden Axe*. Not what you demand from a modern beat-em-up.

5 DRAGON BALL Z: BUDOKAI

The best-selling beat-em-up in the USA in a year that saw *Tekken 4* and *VF4* released. No, seriously.

6 FIFA 2004

Okay, so it isn't *that* bad. But are you really going to let proper player names get in the way of the glory that is *Pro Evo*?

7 HARRY POTTER: QUIDDITCH WORLD CUP

Look, sorry to bash on about this, but it isn't even a proper sport. Get *NBA Street* instead.

8 RAYMAN REVOLUTION

What with *Clank*, *Daxter* and even Jade from *BG+E*, the limbless wonder's had his day. File next to *Ty The Tasmanian Tiger*.

9 DEVIL MAY CRY 2

It seemed unlikely that you could break the sequel to one of our favourite games. But Tsuyoshi Tanaka somehow managed to do it.

10 THE GETAWAY

Look! It's London! But does that make up for a hero who actually *gets back in burning cars*?

REZ

LIGHT FANTASTIC You'll still tap your feet even if pumping electronica's not your thing.

Probably the fastest way to cause some sort of seizure.

12 Groundbreaking synaesthesia? *Space Harrier* with an electro soundtrack? The crap/genius/up-its-own-arse debate still rages across PSM2, but *Rez* is so cheap these days it's almost worth a punt either way. Hypno-visuals and that insistently thrumming DualShock feedback make it physically impossible to play without bobbing your head, and we've heard of some – ahem – *interesting* uses for the optional Trance Vibrator peripheral.

WHAT WE SAID: "If it were a pair of jeans it'd have turn-ups the size of Belgium" PSM#18

AVERAGE PRICE: Goes for a tenner on Ebay, but the Trance Vibrator might set you back double that.

"IMPOSSIBLE TO PLAY WITHOUT BOBBING YOUR HEAD"

VIRTUA TENNIS 2

The only tennis game you'll ever need, with a four-player option to die for.

13 Thwap, thwop, spang – even if you don't like tennis, two-player action doesn't come much more intense than this Sega Dreamcast racketeering classic. Added to that there's a swathe of tank-dodging, skittle-acing minigames, uncanny likenesses of Ratboy and the Williams sisters and a World Tour option that's the equal of *Pro Evo*'s Master League. Ace! Sorry.

WHAT WE SAID: "The most complete tennis game around and doesn't take itself too seriously" PSM#30

AVERAGE PRICE: £15

AGGRESSIVE INLINE

The extreme sporting originator that shouldn't be left to gather dust.

14 History might get written by the winners, but the fact is – *Aggressive Inline* beat *Tony Hawk's* to it. Unlimited time, sprawling levels, huge unlockable areas, chatting to people for goals – it's all here, with a skating engine that emphasises easy grinds and big specials. If you've finished all the *THPS* series or don't want to spunk forty quid on *THUG*, this is the next best thing.

WHAT WE SAID: "Almost a contender to the lofty crown of *Tony Hawk*"

PSM#24

AVERAGE PRICE: £12

LE TOUR DE FRANCE: CENTENARY EDITION

A surprisingly engaging title about the most French of road cycle races – not just for bike fans.

15 You'd expect a bike sim to be a button-thrumming pad-ruiner in the mould of *Daley Thompson's Decathlon* and you'd be (sort of) right. But *TDF*'s main hook is the way it forces real cycling-style sprints from one slipstreaming pack to another, slugging water on the easy bits and streamlining your rider when the going gets tough.

WHAT WE SAID: "An enjoyable arcade-style racer" PSM #23

AVERAGE PRICE: £20 – or about twelve for the slightly worse non-centenary edition.

THE BEST 50 GAMES YOU'VE NEVER PLAYED

GITAROO-MAN

A bemani title of boundless enthusiasm and colour.

16 Unlike most bemani, *Gitaroo-Man* actually feels like you're influencing the action, bending the notes as you riff your way through 12 levels of insanely tough axe-tion. Barring the wobbly trad-jazz rambling of the giant robot dog battle, every song's a gem, skipping from mariachi string-plucking to drum and bass without missing a beat. Weooow.

WHAT WE SAID: "Rhythm action the way it should be" PSM 22

AVERAGE PRICE: £12 – but there's no price on your sanity.

"FEELS LIKE YOU'RE BENDING THE NOTES AS YOU RIFF..."
JOEL'S FAVOURITE
"So damned funny I laughed my ass clean off!"
CHARGE
STRING WHEN YOU'RE WINNING: The Legendary Song's alternately tear-kering and rocktastic.
Joel nearly had a nervous collapse, but he completed it.

STATE OF EMERGENCY

You've always wanted to incite a riot. Now you can without being locked up.

19 It isn't as gritty as *Manhunt* or as expansive as *GTA*, but you can't afford to dismiss *SOE* as another gut-splattering cash cow. Hundreds of panicky people sprinting around give it technical cred beyond most PS2 titles, with levels building to a crescendo of bazooka-toting, pepper-spray violence. Rent it for that weekend when your girlfriend's away.

WHAT WE SAID: "Made us throw a bin through a window" PSM #20

AVERAGE PRICE: £12

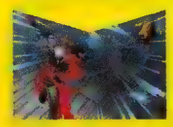
SHINOBI

A true test of ninja skills for well-hard gamers with a taste for black outfits.

20 *Devil May Cry 2* had the 'stylish action' heritage to back it up, but *Shinobi* paralyses it with a shuriken, sprints along a wall, slices it in half and casually resheaths its sword as the bloodied chunks fall apart. It's fearsomely hard, but the genius combo-slicing dynamic means you won't care. What other game rewards supreme skill with the ability to kill a boss in one hit?

WHAT WE SAID: "A worthy challenge for any gamer" PSM #35

AVERAGE PRICE: £15



WAKEBOARDING UNLEASHED

Flat-water action that holds its edge.

21 Other extreme sports sims just replace Tony's deck with rollerblades or a bike – it took a stupid, made-up sport that nobody likes to try something different. *Wakeboarding*'s all about lines and lateral thinking, with the clever let-go-of-the-rope dynamic forcing you to think ahead. The water's gorgeous, the level design's excellent, and that's not even mentioning the fun of dragging a mate through the worst terrain possible in the co-operative two-player mode.

WHAT WE SAID: "Very pleasant – in a bank holiday Bond film sort of way" PSM #37

AVERAGE PRICE: £19

SOS: THE FINAL ESCAPE

Sick of killing? Try rescuing people for a change...

22 Quick – what's the biggest enemy you've ever faced? Mundus from DMC? Fear of rejection? Pfft - try the *entire sodding landscape* in a game that signposts every shock moment and *still* makes you crap yourself when the earth starts trembling. It's a great idea expertly implemented, with multiple paths and endings providing genuine reasons to help that girl on the teetering bus. Just... a bit... furthAAARGH!

WHAT WE SAID: "A well-balanced, gripping and funny action adventure" PSM #33

AVERAGE PRICE: 12 quid.

FREAKOUT

Probably the only boss battle where you twang sheep off a cliff.

23 Tweaking ladies' bazoomas with a demonic scarf might not sound like much fun – or maybe it does – but that's only part of *Freakout*'s charm. It's beautifully stylised – just check out the pencil-sketched level select area – with fiendish enemy patterns and some of the most testing boss battles since *R-Type*. Short, sugar-coated and glorious for the six hours it takes to complete. Very nearly a classic game.

WHAT WE SAID: "A candy-pop, innovative roller-coaster ride" PSM #13

AVERAGE PRICE: £8

DYNASTY WARRIORS

Classy and chaotic oriental chop socky.

17 PS2's hopelessly short on proper trash-the-place beat-em-ups, but *Dynasty Warriors* edges out *The Hulk* for historical content. It's like *State Of Emergency* with a tactical element, as you lead your squad of spear-weilding goons through enemy lines on a big horse. Charge!

WHAT WE SAID: "An absolute must for fans of strategy and beat-em-ups" PSM #37

AVERAGE PRICE: Part four's 30 quid everywhere, but if you can do without elephants you'll probably find part two for about seven quid.

RALLY FUSION

A friendly arcade-styled rally racer.

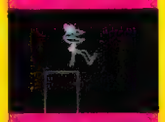
18 'Hard right! Hairpin left! Ah, you've f***ed it up!' The potty-mouthed co-driver clues you in to what *Fusion*'s about – fast, dirty rallying shorn of the bits that make *WRC* impenetrable to non-enthusiasts. Definitely one of the better B-list rally games around.

WHAT WE SAID: "Hectic knockabout fun" PSM #29

AVERAGE PRICE: £15

THE TOP TEN PSONE GAMES THAT ARE STILL WORTH PLAYING

1 VIB RIBBON
Stylised stick-figure graphics fit perfectly with the only game so far to let you use your own CDs. Beautiful.



2 SUPER PUZZLE FIGHTER 2 TURBO
Super-deformed Ryu gives Bison a block-based stoving in the best puzzler since *Tetris*.

3 METAL SLUG
None-stop arcade

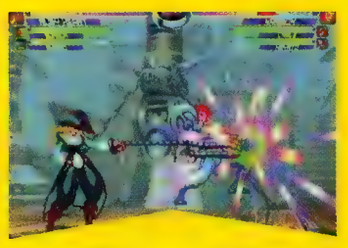
GUILTY GEAR X2

Two dimensional fighting with more graphical fireworks than Guy Fawkes night

24 It's 2D, the name doesn't make sense and you've never heard of it – but don't let that put you off. X2's got some of the most stylised graphics on PS2, mixing Itchy 'n' Scratchy violence with insane special moves. A mix of standard Ryu-style characters and outlandish, whale-flinging pirate children and the girl from Ring seals its appeal.

WHAT WE SAID: "Outrageously creative with perfectly balanced combat" PSM #35

AVERAGE PRICE: A ridiculous tenner. Even cheaper for the original.



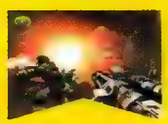
MARVEL VS CAPCOM 2

The tag team fighter with EVERY character you could want, plus some.

25 Elitists can keep the pixely, groove-centric *Capcom Vs SNK* – pitting Guile, *Megaman* and Jill Valentine against the X-Men really is where it's at. Featuring practically every memorable Capcom character ever in a series of three-a-side riots, *MVC* looks insane, but you quickly realise that the force-tag system makes it one of the most tactical beat-em-ups on PS2.

WHAT WE SAID: "Brilliant fun with a frighteningly deep combat system" PSM#29

AVERAGE PRICE: £15



TIMESPLITTERS 2

A gut-chugging sensory blaster feast for all.

26 **What the hell? Didn't everyone buy this? Well, no - maybe it was the comedy monkeys, the characters looking a bit...French - but *Hitman 2* beat *'Splitters* to the top of the charts. But make no mistake - under the cartoony visuals is the fastest, best designed, most weapon-stuffed, option-packed, eye-ragging FPS on PS2. We didn't blink for a week of lunchtimes when it came in and we still love it now.**

WHAT WE SAID: "Sublime in single-player, supreme with friends" PSM #28

AVERAGE PRICE: £22

shooting that barely seems to age. Availabe on PS2, but cheaper on PSone.

4 BISHI-BASHI SPECIAL
Three buttons, dozens of minigames and countless evenings worth of fun. Our favourite's the wedding-cake lob event.

5 METAL GEAR SOLID
Better plotted, more innovative and cleverer than the sequel. Play it with the PS2's smoothing option switched on

6 STREET FIGHTER ALPHA 3
Guy, Birdie and (tee hee!) Sodom converge in the pinnacle of the *Alpha* series. Looks nicer than *Capcom Vs SNK*.

7 PARAPPA THE RAPPER
Punch! Kick! It's all in the mind! Some of the best tunes in any bemani game.

8 TOMB RAIDER 2
The best of the series. Unlimited saves, not too much wandering about and a shootout where Lara wears a nightie.

9 FINAL FANTASY 7
For purists, it's still the best of the *FF* series – and it ties in handily with the upcoming film so it'll be a hit again.

10 CIRCUIT BREAKERS
Or *Micro Machines* by another name. Tiny, top-down racing that's a whole heap of fun with four people.

THE THING

A tense and intriguing trust-em-up thriller.

27 **Phew – your team-mate's just come back from a recon outside. But wait a minute... is that really Williams? Or is he... *The Thing*? That's the dilemma plaguing you through every level of this insanely taut survival horror, with a fear/trust dynamic meaning it's easy to get people to do what you want – just point a gun at them – but it's a lot harder to stop them from going crazy...**

WHAT WE SAID: "A brilliant adaptation of a unique movie" PSM #27

AVERAGE PRICE: £18

TREASURE PLANET

A platformer with a sky-windsurfing pirate and a pink transforming blob.

28 Finished with *Ratchet, Clank, Jak and Daxter*? Aching for something to fill the platform-shaped void? A conversion of a barely-remembered Disney flick might not seem like the obvious choice, but this is it – a kids' platformer with morphing weapons, lots of gratifyingly tough bits and hoverboard bits that are genuinely better than the entirety of *Airblade*. Christ, it's even got the endearing sidekick – a floating pink fish – *and* the voice of TV's David Hyde Pierce...

WHAT WE SAID: "It might even qualify as buried treasure" PSM#29

AVERAGE PRICE: £12

GUNGRAVE

A very short, but extremely sweet slice of fast fingered third person mayhem.

29 Thought *Devil May Cry* could have used more shooting? Then this game was *made* for you. Enemies, walls, tables, vaguely scientific equipment – it scarcely matters *what* you shoot, just as long as you *keep shooting* (and, to some extent, dancing) in a combo system designed to make you smirk and break your joypad. Imagine a cel-shaded Desperado with all of the talking bits cut out, give the hero a rocket-launching coffin and you still haven't got any idea how much fun this is.

WHAT WE SAID: "Impossibly cool feelgood sensory impact" PSM#30

AVERAGE PRICE: Spotted for eight quid in Gamestation.

RED CARD SOCCER

Demolition football fun. If you can't beat them, groin 'em.

30 It isn't *Pro Evo*. Christ, it isn't even *FIFA*. But for studs-first, neck-high, Keano-style aggression, you can't beat *Red Card Soccer*. The eye-watering tackles and bullet-time special shots'll keep your nephew occupied while you give him a pasting, but there's enough depth to shimmying and through balls that you can play a decent rendition of the beautiful game. Not even *PES* lets you pit a gang of Mandrills against West Ham.

WHAT WE SAID: "Arcade-paced action and shin-crunching tackles" PSM#23

AVERAGE PRICE: £10

"STUDS-FIRST, NECK-HIGH, KEANO-STYLE AGGRESSION"

STUD SIMPLE: You can set the ref to 'lenient', but there's hardly any point.

BALLS OF FIRE: And yes, there's a Trinity-inspired super goal. Boffo!

ROCKY

Get punchy with Sly Stallone in this brutal street-brawl style boxer.

31 'I must breaaak you.' The Eye Of The Tiger theme, the likeness of Carl Weathers, the ability to mash Stallone's face to hamburger while crowds pelt the ring with bottles – all undeniably brilliant. But the movie hook's underpinned by the best boxing game on PS2, with an instinctive stick 'n' move system producing fantastic seesaw slugfests.

WHAT WE SAID: "We've spent several evenings beating the living brains out of our mates" PSM#29

AVERAGE PRICE: 15 quid in Gamestation.

THEME PARK WORLD

Brings the mischievousness back to sim games.

32 For *Sims*-lovers it's the keeping-people-happy experience recreated on a larger scale – for sadists there's the thrill of hiking up the salt content of the chips and leaving the rollercoaster to get lethally rusty. *Jurassic Park: Project Genesis* does much the same thing, but letting dinosaurs eat your guests just doesn't have the subtlety of sticking food stalls right next to the waltzer and firing all the cleaning staff.

WHAT WE SAID: "Blazes a trail for sim titles on PS2" PSM #05

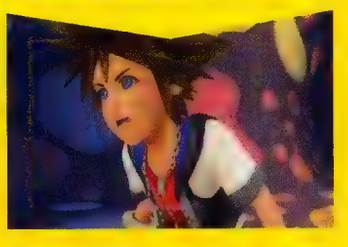
AVERAGE PRICE: Shouldn't be more than a tenner.

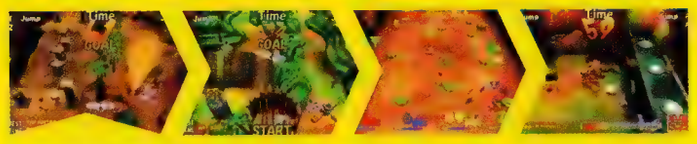
THE BEST 50 GAMES YOU'VE NEVER PLAYED

KINGDOM HEARTS

A truely breathtaking Disney title. No, really...

33 It seems cynical and babyish, but the combination of Tidus and Donald Duck's more fun than a trolley dash through a sweetshop. It's all about bashing things with a gigantic metal key and sliding down vines with Tarzan.
WHAT WE SAID: "If this doesn't raise a smile, you're a withered husk of a human" PSM #29
AVERAGE PRICE: £20





KURI KURI MIX

A Platform puzzler that tickles a whole side of your brain you've never used before. Lots of rabbits.

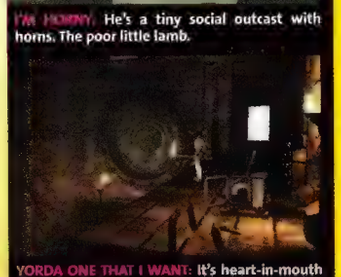
35 If you've played *FIFA 2004*, you know the brain-mashing delights of dual-analogue, dual-character control. But once you've steered musical rabbits Cookies and Cream through twenty-odd levels of puzzling, getting Hesky and Owen to work in concert's a breeze. *Kuri Kuri*'s a genuine head-messer at first but quickly becomes a lateral-thinking joy.
WHAT WE SAID: "Puzzlers don't have to be about blocks" PSM #10
AVERAGE PRICE: £8

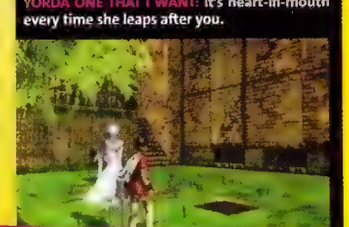
ICO

Like living in a fairytale, Ico is a creative leap for the PS2.

37 Of course, *GTA* fans wouldn't buy it. Spend all your time dragging some mimsy ghost girl around a fairy castle? It makes *Shadow of Memories* sound like *WipEout*. So yes, *Ico* sounds and indeed is a bit, well, limp-wristed, but inside all the artsy noncing about is a beautifully designed (and tough as *R-Type*) platformer that will have you caring what happens to the main characters unlike any other game ever. Go on, try something different.
WHAT WE SAID: "Sets new standards for PS2 and breaks new ground for creative gaming" PSM 17
AVERAGE PRICE: Standard game is £10. Limited edition is £20–30.

I'M HORNY: He's a tiny social outcast with horns. The poor little lamb.


YORDA ONE THAT I WANT: It's heart-in-mouth every time she leaps after you.



"BROKE NEW GROUND FOR CREATIVE GAMING"

SCOOBY DOO: NIGHT OF 100 FRIGHTS

A hilarious licence of a classic series.

34 No, we're not even joking. Obviously, there's an element of Scooby-love in this pick, but you can't fault a game that encourages you to return to previously locked areas once you've got an American football helmet and spring-boots. Christ, it even lets you disguise yourself as a lampshade or a suit of armour. When did Snake ever do that? Eh? When? Never, that's when. Ha!
WHAT WE SAID: "Jeepers! It's the cloaked cavalier!" PSM #25
AVERAGE PRICE: A granny-tricking tenner. Rood ron, Raggy.

VIRTUA COP: ELITE EDITION

A crusty old G-Con shooter that still manages beat out the competition.

36 Yes, it originally came out on the Saturn and it's starting to look its age. No, you can't duck. But if you've already got a G-Con, getting *VC1* and *2* in one handy package is unbeatable value, thanks to timeless attack patterns and bad guys who all look like the Reservoir Dogs. Makes *Dino Stalker* and *Resi Survivor* look, frankly, dreadful.
WHAT WE SAID: "A nostalgic step-back to the good old days" PSM #30
AVERAGE PRICE: A tenner without a G-Con 2, an extra fifteen with it.

CONTRA: SHATTERED SOLDIER

An old-school blaster offering the timeless satisfaction of killing aliens.

38 With difficulty settings ranging from 'Pretty Tough' to 'Shitting Crikey', *Contra*'s not one for the casual crowd. But it's relentlessly inventive, constantly challenging and a stern reminder of when *all* games used to be like this.
WHAT WE SAID: "Classic shooter that'll have some squirming with joy" PSM #32
AVERAGE PRICE: £12

THE TOP TEN JAPANESE GAMES WE WISH THEY'D LET US PLAY

1 **DENSHA DE GO!**
Always wanted to be a train driver? Then you might want to choo-choo-choose this po-faced sim.

2 **TAIKO NO TATSUJIN**
Bemani – only with a clunking great plastic drum and two big sticks to hammer along with.

3 **TOKIMEKI MEMORIAL**
All about the joys of chatting up high-school girls. There's a girls' side version too.

4 **BOKU NO NATSUYASUMI 2**
Or 'My Summer Vacation.' You're a little lad who visits his grandad, collects insects and plays 'Beetle Sumo' minigames.

5 **BEATMANIA 2DX 3RD STYLE**
The latest version of Konami's scratch-em-up comes with a turntable peripheral. Hit that crossfader...

6 **BOBOBOBO HAJIKE MATSURI**
A Manga game from Shonen Jump, this one based on a child using his nasal hair to fend off attackers.

7 **GUITAR FREAKS 3RD MIX**
Three of team PSM2 can play guitar. The rest of us have to get by with a big plastic peripheral. We love the 'wail' option.

8 **FIGHTER MAKER 2**
Part one was crap, but until *Tekken* lets us assign our own moves, we're keeping the faith.

9 **TOKYO BUS DRIVER**
Beep! What? Oh, didn't switch the indicator on – you've failed. Beep! Who doesn't love being a bus driver?

10 **NARUTO: NARUTIMA HERO**
Manga-inspired beat-em-up which currently holds the Japanese number one slot.

PROJECT ZERO

Sends a serious chill up your spine.

39 Did you think *Silent Hill* was scary? Christ, you've got a *shotgun* in that. If you want real terror, try a game where your sole defence against spectral enemies is snapping them with a camera. Features ghost design and first-person shocks that even eclipse *Resi*'s dog-through-the-window classic. There's this bit where your radar's showing a spook and it's right on top of you but you can't see it, and then you notice the sticky pool of blood on the floor and... Aaaaaaah!
WHAT WE SAID: "Inventive, clever, and traumatising" PSM #12
AVERAGE PRICE: £12

AMPLITUDE

The rhythm is defintely gonna get you in this bang-on-time bemani smash.

40 Most bemani games suffer from a lack of correlation between 'buttons pressed' and 'things that happen'. Not so in *Amplitude*, where nailing bass, guitar and voice segments through a flurry of flawless button-tappage is the only way to hear what's going on. Hypnotically zen, with a four-player mode that's more merciless than *Dr Robotnik's Mean Bean Machine*.
WHAT WE SAID: "Hypnotic, responsive and addictive" PSM #40
AVERAGE PRICE: £30, but *Frequency*'s similar and cheaper.

MAXIMO

A lovingly-crafted tribute to the 80's tough-as-nails *Ghosts and Goblins*.

41 'Tiny man in love-heart pants battles skeletons'. You don't even have to add 'Based On Insanely Hard Spectrum Game' to put off the crowds. But *Maximo*'s easily the equal of the first *Jak* – stupendously hard but never unfair – and arguably betters the combat-heavy sequel.
WHAT WE SAID: "Ace for hardcore gamers" PSM #20
AVERAGE PRICE: £15

WAR OF THE MONSTERS

The ultimate monster mash tribute game. Fancy stomping around as a hundred foot insect?

42 Sick of ten-string combos and stagger hits? Then try kebabbing Godzilla with a TV spire in an updated version of *Rampage*. *WOTM* is the closest PS2's come to the Dreamcast classic *Powerstone*, with massive smashable environments, endless improvised weapons and some stunning visual effects. Shame there's no four-player option or way to eat pedestrians for energy, but still.

WHAT WE SAID: "Mindless destruction on a huge scale" PSM #34
AVERAGE PRICE: £25

METAL GEAR SOLID 2: SUBSTANCE

A great introduction to the stealth shooter that changed everything.

43 Feeling let down by the flabby storytelling and blonde moppet? Forget that – this is *Metal Gear* stripped down to its essence, all clinical stealth kills and beautifully-pitched problem solving. You even get a bonus batch of super-tough missions featuring the mulleted man's man *and* the original game. Snaaaake!

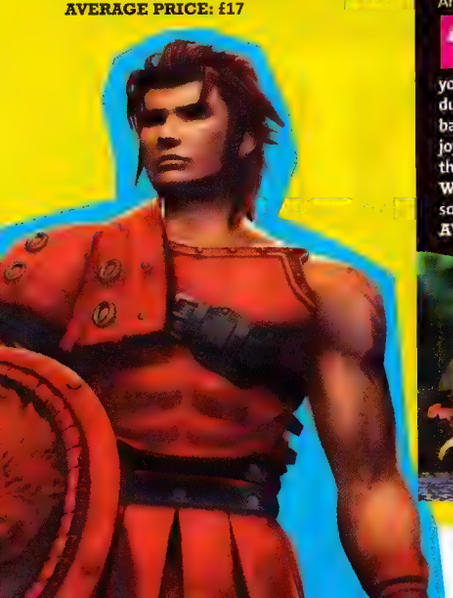
WHAT WE SAID: "For absolute beginners it's perfect" PSM#33
AVERAGE PRICE: £20

RYGAR: THE LEGENDARY ADVENTURE

An action adventure tale of Roman rivalry.

45 Okay, so it's a man in a leather skirt with a yo-yo. But *Rygar*'s spiffy combo system outdoes the likes of *DMC2* with crunching collisions and special moves that put Walking The Dog to shame. The platform toughness ramps up as the game progresses and some of the bosses have to be seen to be believed.

WHAT WE SAID: "Never doubt the destructive powers of the yo-yo" PSM #33
AVERAGE PRICE: £17



SMUGGLER'S RUN 2

Dodge the cops and deliver the contraband in this fun off-road racer.

44 In a climate of down 'n' dirty, gritty street races – most of which take place in the middle of the night – it's a sheer joy to belt over the lip of a hill, see the massive draw-in distance and know that you can drive *anywhere*. Feels like being one of the Dukes Of Hazzard, especially in the competitive two-player mode.

WHAT WE SAID: "Intense" PSM#03
AVERAGE PRICE: About 15 quid.

DARK CLOUD

An engaging RPG with plenty of style.

46 It's an RPG with just a shade of *Sim City* – so, obviously, nobody bought it. But once you've got used to battling through dungeons to 'earn' town halls and bakers' shops, *Dark Cloud*'s an absolute joy to play. The sequel's even better, but that sold too well to be on the list...

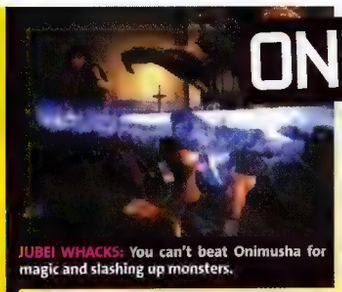
WHAT WE SAID: "Molds RPGs into something refreshing" PSM #11
AVERAGE PRICE: £13

THE TOP TEN

TEN GAMES EVERYONE'S PLAYING.

1. **GRAN TURISMO** Still the best 'pure' driving game on PS2, even if you can't smash the cars up.
2. **EYETOY PLAY** *Everyone* can and should play *EyeToy*. No other PS2 title looks so much like the future.
3. **MEDAL OF HONOR: FRONTLINE** Not the PS2's best FPS – but it slaps the gritty realism on with a great big war-trowel. Traumatic, but in a good way.
4. **PRO EVOLUTION SOCCER 2** After years of pestering, everyone's finally sharing in the *Evo*-love. We still play it every lunchtime.
5. **EX TECH 2** Part three's yet to make as much impact – maybe because of the sheer thrill of that thumping Run DMC bassline.
6. **JAK 2: RENEGADE** How cutel Yeah, gran, right until the point you start jacking cars and blowing away the bizzies.
7. **TONY HAWK'S PRO SKATER 4** *THUG* might replicate its success, but this is just as much fun, with none of the 'underground' pretension.
8. **FINAL FANTASY X** Some people hate *that* ending. Some people love it. But let's face it – you all played it for forty-odd hours.
9. **SOUL CALIBUR 2** Welcome to the stage of history - Mitsy, Taki and Heihachi combine for the ultimate beat-em-up life-drainer.
10. **GRAND THEFT AUTO VICE CITY** Huge, clever, full of fun and *just* the right side of Daily Mail-baiting - *GTA*'s close to perfect.

ONIMUSHA 2


JUBEI WHACKS: You can't beat Onimusha for magic and slashing up monsters.

Curiously emotional blood-letting fun with big swords.

47 Superficially, this looks a lot like the original – which is probably why it didn't sell. Unfortunately, that completely ignores the present-giving, alliance-forging dynamic, which combines the fun of Christmas shopping with having a rifle-wielding mate alongside you for the boss battles. Hopefully the craggy lure of a whip-wielding Jean Reno will lure more people in for the third installment.

WHAT WE SAID: "Great combat, beautiful effects and diverting puzzles" PSM #27
AVERAGE PRICE: £20

SLICE, SLICE BABY: There's a village where you do the occasional bit of shopping...

CHUMA DANCING: And then give presents to people so they'll kill demons for you. Lovely.

FUTURAMA

The best TV series since The Simpsons gets a platformer with serious giggles.

48 Games of cartoons – they're notoriously rubbish. *Futurama* doesn't entirely break the mould, but it does offer decent platform action punctuated by new funny stuff from the brains of the men behind the series. There's an entire episode of the show in there once you've completed it, too.

WHAT WE SAID: "It's *honestly* laugh-out-loud funny" PSM#37
AVERAGE PRICE: 15 quid – finally cheaper than buying a DVD boxed set.

MAD MAESTRO!

A bemani game with classical music, that really gets under your skin.

49 Originally part of Eidos' ill-fated Bring-Japanese-Hits-Here initiative, *Maestro*'s amazing value as a novelty purchase. For a start, it's one of the few games we can think of that actually uses the analogue power of your pad's symbol buttons. Chuck in the fact that the tunes never go out of fashion (classical music, see?) and you've got a bargain that even your girlfriend/mum/piano teacher's going to love.

WHAT WE SAID: "Inventive, charming addition to the rhythm-action family" PSM#22
AVERAGE PRICE: Spotted for a ridiculous seven pounds in Gamestation.

FREEDOM FIGHTERS

Set in occupied New York, this is surely the best squad-based shooter around.

50 Anti-Americanism? Love of vodka? We've absolutely no idea why this didn't do better, but all you need to know is: It's got easier, more intuitive squad management than *Conflict: Desert Storm*. And lobbing Molotov cocktails into Ivan's bunkers is more fun than swigging 40-proof Stoli. Comrade. We gave it a very respectable score of 92, so what are you waiting for?

WHAT WE SAID: "An utterly compelling experience" PSM#40
AVERAGE PRICE: £25

IN THIS MONTH'S ISSUE OF

PlayStation®2 OFFICIAL magazine-UK

THE ONLY MAGAZINE WITH PLAYABLE DEMOS!

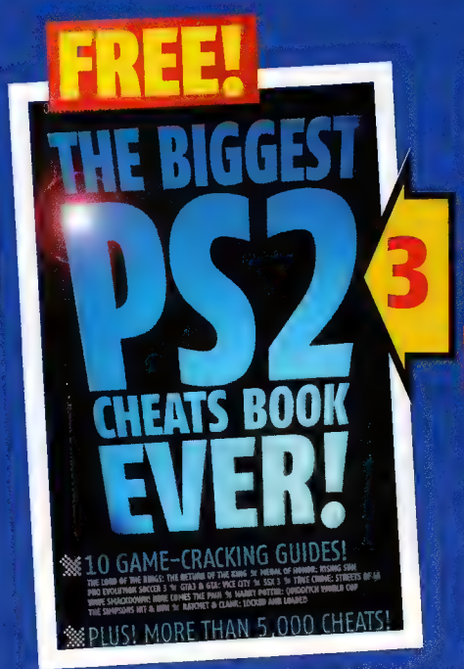
THE UK'S BEST SELLING PLAYSTATION 2 MAGAZINE
PlayStation®2 OFFICIAL magazine-UK
GREAT NEW LOOK!
SPLINTER CELL 2
EXCLUSIVE SCREENS AND MULTIPLAY MADNESS BLOWN OPEN!
ANOTHER WORLD EXCLUSIVE!
THE GETAWAY 2
SHOOTERS, SHEISTERS AND SCUMBAGS. BOOT IT!
PLUS HITMAN: CONTRACTS AND DRIVER 3
MANHUNT
WE SHOW YOU EVERY KILL!
FINAL FANTASY BLOWOUT!
RPGS GET SEXED UP WITH THE TRIPLE X-RATED X-2, XI, XII. SAUCEY!
MAFIA GIVEAWAY!
INSTANT WIN! HAVE YOU WON $5,000?
>JAMES BOND 007: EVERYTHING OR NOTHING
>GRAN TURISMO 4
>RISE TO HONOUR
>SOCOM II
>DESTRUCTION DERBY ARENAS
>ROGUE OPS
1

WORLD FIRST! THE GETAWAY 2!

FIRST INFO! FIRST SCREENS! FIRST BLOOD! YOU CANNOT READ THIS ANYWHERE ELSE!

10 GAMES TO PLAY!

WRC 3 ■ XIII ■ FIFA 2004
R-TYPE: FINAL ■ POP IDOL ■ GROOVERIDER ■ SOCOM: US NAVY SEALS
STARSKY & HUTCH ■ SOUL CALIBUR II ■ TAK AND THE POWER OF JUJU



5,028 CHEATS!

PLUS!

10 HUGE GUIDES

The Lord Of The Rings: The Return Of The King ■ SSX 3 ■ Pro Evolution Soccer 3
WWE SmackDown! Here Comes The Pain ■ Medal Of Honor: Rising Sun
Harry Potter: Quidditch World Cup ■ Ratchet & Clank: Locked And Loaded
True Crime: Streets Of LA ■ The Simpsons Hit & Run ■ GTA 3 & GTA: Vice City

PLUS! ALL THESE IN THE MAG!

- JAMES BOND 007: EVERYTHING OR NOTHING
- GRAN TURISMO 4
- RISE TO HONOUR
- SOCOM II
- SYPHON FILTER: THE OMEGA STRAIN
- MANHUNT
- TERMINATOR 3
- ROGUE OPS
- DESTRUCTION DERBY ARENAS

THE UK'S BEST-SELLING PLAYSTATION 2 MAGAZINE

ON SALE 28 DECEMBER

QUICK TIP: (GTA VICE CITY) GET CADDY SUXXX COSTUME: PRESS ◎, R2, ↓, R1, ←, →, R1, L1, ⊗, L2

PRO

TRAINING YOU IN THE DARK ARTS OF PS2

108 PRO DOJO
Are you a gaming master worthy of the rank of Dojo Ninja? See the achievements of PSM2 readers on the best PS2 games.

114 THUG MASTERED
All you need to know to unlock every corner of Tony's world and unleash the pro skater inside of you.

118 MANHUNT LAID BARE
Rockstar's gruesome snuff-em-up has it's toughest levels explained for your murderous pleasure.

PSM2 TIPS CHARTER

PSM2 is the only mag to read for the latest tips, cheats and walkthroughs. We're dedicated to making you better at games – and here's why:

- PSM2 is staffed by PS2 experts – years of gaming experience working for the world's best games magazines means we know PlayStation 2 inside out.
- PSM2 features more walkthroughs than any other magazine because our experts take every game apart level by level. We print ultra-detailed guides with quality screenshots that actually show what we're writing about, not two pages of 'try not to get shot' or 'use ◎ to block' rubbish with shots of the CG intro.
- PSM2 is the only PS2 mag with a dedicated gamers challenge arena – the Pro Dojo. Bag prizes in our challenges and, if you can beat the hardcore tasks set by PSM2 team, star on our cover DVD.
- Because PSM2 is staffed by gamers just like you, you can be sure our tips are just that – straight-to-the-point, waffle-free game hints all written and double-checked by our crack team of experts.
- Whether it's the very latest Action Replay codes or answering your questions in Q&A, PSM2 covers the games that readers ask for, not just the big hits bought by casual gamers.
- PSM2 – playing PS2 longer, harder, faster than anyone else!

TRUE CRIME: STREETS OF LA

True crime! It's a far worse thing than false crime.

NO FIXED ABODE

Let's face it, we all wanted to grow up to be tramps, didn't we? A life with no responsibilities, no taxes and plenty of booze. Great! Luckily, *True Crime* lets you live the dream. To play as a bum enter BooZ for a license plate. Hold L1 + R1 when entering the letters and selecting "OK".

It's the latest in a long line of *GTA* clones trying to provide that very good feeling you get from being a very bad person. However, True Crime does have one extra thing on its side – the dogmaster himself, Snoop Dogg. Read on for the dog-gone best cheats in game. We promise you that.

MASTER CODE
Press ↑, →, ↓, ←, ↑, ⊗ at the map screen. A sound will confirm correct code entry. All bonuses will be unlocked.

ALL UPGRADES
Press ↑, ←, ↓, ←, ↑, ⊗ at the map screen. A sound will confirm correct code entry.

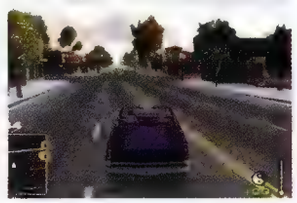
ALL UNARMED UPGRADES
Press ↑, ↓, ↑, ↓, ⊗ at the map screen. A sound will confirm correct code entry.

ALL DRIVING UPGRADES
Press ←, →, ←, →, ⊗ at the map screen. A sound will confirm correct code entry.

ALL WEAPON UPGRADES
Press →, ←, →, ←, ⊗ at the map screen. A sound will confirm correct code entry.

IMPOUND GARAGE CARS UNLOCKED
Press ↑, →, ↓, ←, ↑, ⊗ at the map screen. A sound will confirm correct code entry.

PLAY AS SNOOP DOG
Press R1, L1, ↑, →, ←, ↓, L3, R3, ⊗, □, ◎, △ at the map screen. A sound will confirm correct code entry. Immediately save the game before exiting to the main menu. Then go to the mission selection screen and find a mission with Snoop's head at the top. Enter those missions to play as Snoop Dogg. Alternatively, collect 30 dog bones, which is a little bit more difficult.



SNOOP LOWRIDER HYDRAULICS
Press ← or → while in the lowrider on a Dogg Patrol special mission to change the ride height. Now you're ridin' in style baby...

tips

DOG BONE LOCATIONS:

1. Hollywood, near Sunset and Highland, behind grey fence open area.
2. Hollywood, Melrose and Spaulding, behind fence.
3. Beverly Hills, La Cienega Blvd. and 3rd street in parking lot near parking garage.
4. Beverly Hills, La Peer Dr. and Wilshire Blvd., parking lot.
5. Century City, Pico Blvd. and Canfield Ave., corner.
6. Hancock Park, Rimpau Blvd. and Olympic Blvd.
7. Hancock Park, 1st St. and Larchmont Blvd.
8. Between Hancock Park and Jefferson Park near I10, Washington Blvd. and Mansfield Ave.
9. Between Culver City and Jefferson Park near I10, Apple and Fairfax.
10. Culver City, Washington Blvd. and Landmark St.
11. Jefferson Park, Jefferson Blvd. and Redondo.
12. Jefferson park, jefferson blvd. and 4th in front of club.
13. Korea Town, Washington and Budlong in front of liquor.
14. Downtown, 15th and Central.
15. Between Downtown and Chinatown, Hill St.
16. Chine Town, Alvaradoo and Court.
17. Korea Town, 8th St. and Rampart Blvd.
18. Los Felix, Fletcher Blvd. and Silver Ridge Ave.
19. Los Fenix, Lily Crest and Kenmore.
20. Century city, Club and Shelby.
21. Century city, holmby and Pandora.
22. Between I405 and I10, Sepulveda and Clover.
23. Near Venice, Airport and Dewey.
24. Venice, Lincoln and Marco Pl.
25. Venice, Panay St., near sailboats.
26. Venice, Lincoln and Pine.
27. Santa Monica, 7th St. and Wilshire Blvd.
28. Santa Monica, San Vicente Blvd. and 19th St.
29. Santa Monica, Olympic and Cloverfield.
30. Santa Monica, Santa Monica and Amherst.

NFS: UNDERGROUND

Sadly, *Need for Speed: Underground* doesn't actually let you drive a car around the London Underground. That would be great. Have some cheats to hide your inevitable disappointment.

ALL CIRCUIT TRACKS
Press ↓, R1 (x3), R2 (x3), ⊙ at the main menu.

ALL DRAG TRACKS
Press →, □, ←, R1, □, L1, L2, R2 at the main menu.

ALL DRIFT TRACKS
Press ←(x4), →, R2, R1, L2 at the main menu.

ALL SPRINT TRACKS
Press ↑, R2 (x3), R1, ↓(x3) at the main menu.

DRIFT PHYSICS FOR ALL CARS
Press R1, ↑(x3), ↓(x3), L1 at the main menu.

EASY DRIFT POINTS
Simply stay behind a car and you'll get loads of points. Easy, eh?

PRINCE OF PERSIA

To unlock the complete original *Prince of Persia* game from 1989, do the following. Start from a save point at the Above the Baths level, after you get your new sword. Go down the stairwell to the large cavernous area and continue to the small room with Farah. Turn the lever clockwise until it clicks twice. Both doors in the room are now closed, but you'll have also opened an unseen secret door. Go to the wall directly opposite the entrance. Swing until you find a spot on the wall where your sword doesn't spark. Strike this area a few times to reveal a hidden room. Enter it to unlock the game, which is now available from the main menu.

THE LORD OF THE RINGS: THE RETURN OF THE KING

The movie's just been released, so what better time to enjoy a spot of Orc bashing than right now? Grab your sword...

PERFECT MODE
Pause game play, then hold L1 + L2 + R1 + R2 and press ○, ↓, △, ⊗. A sound will confirm correct code entry. Note: The game must be completed first before this code can be enabled.

ALL ATTACK UPGRADES
Pause game play, then hold L1 + L2 + R1 + R2 and press ↑, ↓, △, □. A sound will confirm correct code entry. Note: The game must be completed first before this code can be enabled.

INVINCIBILITY
Pause game play, then hold L1 + L2 + R1 + R2 and press □, ○, □, ↑. A sound will confirm

correct code entry. Note: The game must be completed first before this code can be enabled.

FULL HEALTH
Pause game play, then hold L1 + L2 + R1 + R2 and press Square(2), Circle(2). A sound will confirm correct code entry. Note: The game must be completed first before this code can be enabled.

ACTION REPLAY CODES!

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

SMACKDOWN: HERE COMES THE PAIN (M)

0E3C7DF2 1853E59E
EE8D0122 BCBA9032

Disable AI (L3 to Activate, R3 to Stop)
0E4F1F78
BCA99A80
DE986FA2
CCA99B86
0E4F1F78
BCA99A7E
DE986FA2
D0E99B86

Open Locked Options
DEAE996E
E0AB9B84

Infinite Smackdown Use
DE83453A
BCA99B83

PRINCE OF PERSIA (M)

0E3C7DF2 1853E59E
EE8EBEDA BCB9DB6A

Infinite Health
DE91503E
C4AC9A43
DE91503A
6AEA9B8B
DE8FFFFE
E0AA9C83
DE8FFFFA
68EA9B83
DE8FFF86
C4B40434

Max Health
DE9150C2
C4AC9A47
DE9150CE
6AEA9B93
DE8FFF8E
E0AA9C83
DE8FFF8A
68EA9B83
DE8FFF96
C4B40437

Max Power Tanks
DE9150D6
C4AC9A4B
DE9150D2
6AEA9BAB
DE8FFF9E
E0AA9B8D
DE8FFF9A
68EA9B83
DE8FFFA6
C4B4043A

Infinite Power Tanks
DE9150DA
C4AC9A4F
DE9150E6
6AEA9B9F
DE8FFFAE
E0AA9B8D
DE8FFFAA
68EA9B83
DE8FFFB6
C4B4043D

Infinite Sand Bar
DE9150F2
C4AC9A53
DE9157FE
6AEA9BBF
DE8FFFBE
E0AA9BA3
DE8FFFBA
68EA9B83
DE8FFF46
C4B40443

Max Sand Bar
DE915786
E0AC9B8D
DE915782
68EC9B83
DE91578E
BCA99B83
DE915796
E0AB9B8D

Disable AI
DE9B3D3E
BF899B8B
DE9B3D3A
BCA99B83

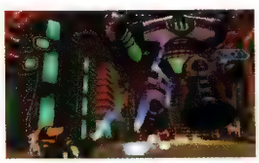
Infinite Sand Time
DEABBAD6
BCA99B83
DEABBADE
BCA99B83

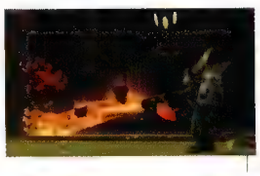
AR2 V2

BIG HEAD 'BOT

Stupid codes, pointless cheats, plain wrong

What's the best thing about Ratchet and Clank 2? As always, it's Clank himself. The gentleman robot should get his own game, dammit. Why not apply all sorts of humilation to him for fun. Earn 10 skill points and you'll be able to give him a big head. But why would you want to do that?





Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

ACTION REPLAY CODES!

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

WORMS 3D (M)

0E3C7DF2 1853E59E
EEBD1142 BCEA80D2

Infinite Health	BF899B8B
DEB4B432	DEBFFABA
E0AB9B84	BCA99B83
Freeze Time	Enemy AI Fails To Shoot
D14C6732	DE8D2CCE
BCA93B83	BF899B8B
No Delay	DE8D2CCA
DEBFFABE	BCA99B83

DRAGONBALL Z BUDOKAI 2 (M)

0E3C7DF2 1853E59E
EE8DA19A BCBAF0AA

Left Player Infinite Health	FB699B83
DEA06C7A	Ultra Fast Player
01E41B83	DEA05FAE
No Health	FB699B83
DEA06C7A	Slow Motion
FB299B83	DEA05FAE
Infinite Ki	FA299B83
DEA06C02	P1 Infinite Health (Tourney)
00D71B83	0EA062E6
Fast Player	BCA99B83
DEA1FFDE	DEA06C7A
FB699B83	01E41B83
Ultra Fast Player	0EA062E6
DEA1FFDE	BCA99B84
FCC99B83	DEBFCDCA
	01E41B83
Slow Motion	P2 No Health (Tourney)
DEA1FFDE	0EA062E6
FA299B83	BCA99B83
Right Player Infinite Health	DEBFCDCA
DEBFCDCA	FB299B83
01E41B83	0EA062E6
	BCA99B84
No health	DEA06C7A
DEBFCDCA	FB299B83
FB299B83	
Infinite Ki	
DEBFCDD2	
00D71B83	
Fast Player	
DEA05FAE	

AR2 V2

UNLIMITED MISSILE WEAPONS
Pause game play, then hold L1 + L2 + R1 + R2 and press ⊡(x2), ↓, ◎. A sound will confirm correct code entry.

ALWAYS DEVASTATING
Pause game play, then hold L1 + L2 + R1 + R2 and press △, ↑, △, ↓. A sound will confirm correct code entry. Note: The game must be completed first before this code can be enabled.

ARAGORN HAS ALL SPECIAL ABILITIES
Pause game play, then hold L1 + L2 + R1 + R2 and press ↓, ◎, △(x2). A sound will confirm correct code entry.

ARAGORN GAINS 1,000 EXPERIENCE POINTS
Pause game play, then hold L1 + L2 + R1 + R2 and press ↑, ⊡, △, ⊗. A sound will confirm correct code entry.

ARAGORN LEVEL 8 SKILLS
Pause game play, then hold L1+L2+R1+R2 and press ,⊡, △,↑. A sound will confirm correct code entry.

GANDALF HAS ALL SPECIAL ABILITIES
Pause game play, then hold L1+L2+R1+R2 and press ↑, ↓, △, ◎. A sound will confirm correct code entry.

PALANTIR OF SARUMAN LEVEL
Successfully complete the game by finishing the Crack Of Doom level.

PALANTIR OF SAURON LEVEL:
Successfully complete the game by finishing the Crack Of Doom level with a Gandalf, Sam, and either Gimili, Legolas, or Aragorn at level 10.

GANDALF GAINS 1,000 EXPERIENCE POINTS
Pause game play, then hold L1+L2+R1+R2 and press ◎, △, ↑,↓. A sound will confirm correct code entry.

GANDALF LEVEL 8 SKILLS
Pause game play, then hold L1+L2+R1+R2 and press ◎, ⊡, ↓(x2). A sound will confirm correct code entry.

GIMLI GAINS 1,000 EXPERIENCE POINTS
Pause game play, then hold L1+L2+R1+R2 and press ◎(x2), △, ⊗. A sound will confirm correct code entry.

GIMLI LEVEL 8 SKILLS
Pause game play, then hold L1+L2+R1+R2 and press ⊗, ◎, ↓, ⊡. A sound will confirmcorrect code entry.

SHARE EXPERIENCE CO-OPERATIVELY:
Pause game play, then hold L1+L2+R1+R2 and press ↓, ⊗(x3). A sound will confirm correct code entry.

SHARE HEALTH CO-OPERATIVELY
Pause game play, then hold L1+L2+R1+R2 and press △, ↑, ⊡(x2). A sound will confirm correct code entry.

UNLIMITED RESPAWNS IN CO-OPERATIVE MODE:
Pause game play, then hold L1+L2+R1+R2 and press ◎, ⊡, ↑, ◎. A sound will confirm correct code entry.

ALL ACTOR INTERVIEWS
Pause game play, then hold L1+L2+R1+R2 and press ⊗, ⊡, ⊗, ↑. A sound will confirm.

PALANTIR OF SARUMAN LEVEL
Successfully complete the game by finishing Crack Of Doom.

PALANTIR OF SAURON LEVEL:
Successfully complete the game by finishing the Crack Of Doom level with a Gandalf, Sam, and either Gimili, Legolas, or Aragorn at level 10.

Information in this section was contributed by Cody Manning.

SHOW SPEEDOMETER
In the main menu Living Room screen, hold the shoulder buttons and press...
△, △, ◎, ⊡

TRIPPY VIEW
In the main menu Living Room screen, hold the shoulder buttons and press...
△, ◎, △, ◎

SHARE THE HEALTH

Manhunt **can be a dead tricky game, 'yknow. Knifing someone repeatedly in the ass might sound like a fun thing to do, but it takes dedication, perseverance and good, hard graft – so don't be surprised if you get twatted in return. Handily, this code lets you regenerate:**
At the main menu press R2, →, ◎, R2, L2, ↓, ◎, ←. Like the other codes, though, you'll need to have the requisite three stars.

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100s OF GAMES FOR YOUR MOBILE PHONE

FANTASTIC GAMES STRAIGHT TO YOUR MOBILE PHONE

HOTTEST PICKS (£6)

WORMS

In a randomly generated terrain take it in turns to blast your opponents worms out of the ground with an assortment of weapons, weapon crates and more. Battle against another player, wherever in the world they are. Online play is available for two players between two teams, or Deathmatch, the ultimate goal against all three of their worm teams.

For Mobile Phones: BDEFCK

ORDER CODE: MGU24 WORM

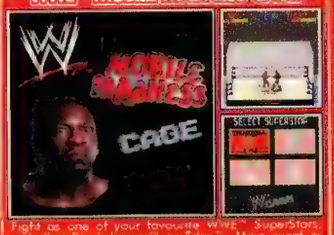
XIII

XIII wakes upon a beach, with a gunshot wound to the head. His memory is lost, and he must piece together the dark past that surrounds him. Hounded by the authorities who want him dead for the murder of the President of the United States!

For Mobile Phones: BDEFC

ORDER CODE: MGU24 XIII

WWE™ MOBILE MADNESS: CAGE



Fight as one of your favourite WWE SuperStars, including Bonus Legends for Edge. Many event options including different types of matches, and different areas of the Superstar Cage. Be a Kennedy or Superstar and be the first one out of the cage. Perform amazing moves on your opponent!

For Mobile Phones: BDEFH

ORDER CODE: MGU24 CAGE

PRINCE OF PERSIA: THE SANDS OF TIME

The Prince accidentally unleashes the Sands of Time, a terrifying force that absorbs every living thing it touches, turning them into horrifying Sand creatures. He has to undo the catastrophe he created. His only companion is Farah, a beautiful, mysterious young Indian princess. And he doesn't trust her. But she may turn out to be an invaluable ally after all.

For Mobile Phones: BDEFG

ORDER CODE: MGU24 SANDS

TOM CLANCY'S SPLINTER CELL

ORDER CODE: MGU24 SCELL

For Mobile Phones: ABDEFJKL

RAYMAN 3

ORDER CODE: MGU24 RAY3

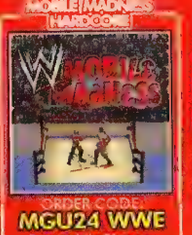
For Mobile Phones: BDEFG

MARCEL DESAILLY PRO SOCCER

ORDER CODE: MGU24 SOCC

For Mobile Phones: ABDEF

WWE™ MOBILE MADNESS: HARDCORE



ORDER CODE: MGU24 WWE

For Mobile Phones: BDEFH

RAYMAN GOLF

ORDER CODE: MGU24 GOLF

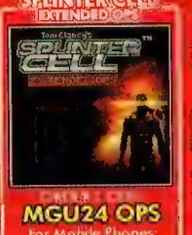
For Mobile Phones: ABDEFHJ

MOTOGP

ORDER CODE: MGU24 MOTO

For Mobile Phones: ABDEFGH

TOM CLANCY'S SPLINTER CELL: DEATH TRAP



ORDER CODE: MGU24 OPS

For Mobile Phones: BDE

COMPATABILITY CHART

NOKIA PHONES

3410	A
3510i	B
6310i	C
5100	D
6100	D
6610	D
6800	D
7210	D
7250	D
3650	E
7650	F

SHARP

GX10	G

SIEMENS

C55	H
M50	I
M55	J
S55	K

MOTOROLA

T720	L

OTHER GREAT GAMES (£5)

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FRUIT MACHINE

ORDER CODE: MGU24 FRUIT

RED HOT RALLY

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PUB POOL

ORDER CODE: MGU24 PUB

EVIL DEAD: PINBALL

ORDER CODE: MGU24 EVIL

PURSUIT SQUAD

ORDER CODE: MGU24 SQUAD

MINISTRY OF SOUND: DANCE NATION

ORDER CODE: MGU24 DANCE

DARTS

ORDER CODE: MGU24 DARTS

PRINCE OF PERSIA: HAREM ADVENTURES

ORDER CODE: MGU24 PRINCE

PLANE ZERO

ORDER CODE: MGU24 ZERO

STRIKE FORCE

ORDER CODE: MGU24 STRIKE

SKATE & SLAM

ORDER CODE: MGU24 SKATE

WOMAN BOWLING

ORDER CODE: MGU24 BOWL

TOM CLANCY'S RAINBOW SIX: BLACK ARROW

ORDER CODE: MGU24 WING

NIGHTMARE CREATURES

ORDER CODE: MGU24 NIGHT

SPEED DEVILS

ORDER CODE: MGU24 SPEED

EARTH INVASION

ORDER CODE: MGU24 EARTH

RAIL RIDER: THE DEVILS MINE

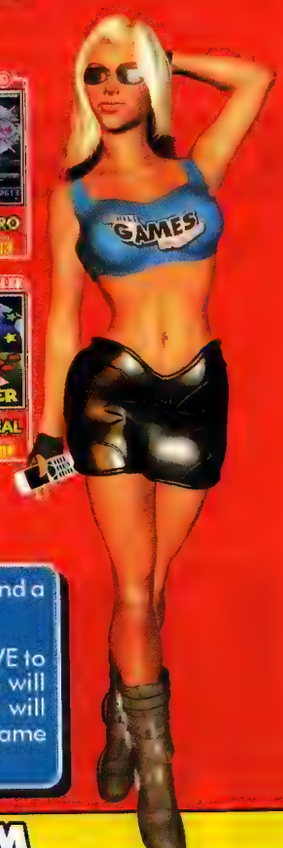
ORDER CODE: MGU24 RIDE

CRAZY WESTERN

ORDER CODE: MGU24 CRAZY

BEAT THE DEALER

ORDER CODE: MGU24 DEAL



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Examples:

1. To download WWE Mobile Madness: Cage for Nokia 3510i: Send **MGU24 CAGE 3510i** to **88600**
2. To download Worms for Sharp GX10: Send **MGU24 WORM GX10** to **88600**

2 You will then receive some billing messages and a service message.

Open your service message and click RETRIEVE to download the content. The service message will be saved in the services inbox. The phone will then establish a WAP connection and the game will be downloaded to your phone.

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Games will be charged for as priced plus the cost of a standard text message. Pre-paid customers, please check that you have enough credit to be charged. You must be aged 16 or over to use this service. The download process involves a short WAP connection for which your mobile operator will charge you. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email: custserv@mobilegamesunlimited.com, or call our **24hr Customer Services (Freephone) 0800 061 6000**

Phone Brands ... Nokia ... Sharp ... Siemens ... Motorola ... Tom Clancy's Splinter Cell ... Rayman 3 ... Marcel Desailly Pro Soccer ... WWE Mobile Madness: Hardcore ... Rayman Golf ... MotoGP ... Tom Clancy's Splinter Cell: Deathtrap Dungeon ... Snowboard X ... Fruit Machine ... Red Hot Rally ... Pub Pool ... Evil Dead: Pinball ... Pursuit Squad ... Ministry of Sound: Dance Nation ... Darts ... Prince of Persia: Harem Adventures ... Plane Zero ... Strike Force ... Skate & Slam ... Woman Bowling ... Tom Clancy's Rainbow Six: Black Arrow ... Nightmare Creatures ... Speed Devils ... Earth Invasion ... Rail Rider: The Devil's Mine ... Crazy Western ... Beat The Dealer ... Games will be charged for as priced plus the cost of a standard text message. Pre-paid customers, please check that you have enough credit to be charged. You must be aged 16 or over to use this service. The download process involves a short WAP connection for which your mobile operator will charge you. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email: custserv@mobilegamesunlimited.com, or call our 24hr Customer Services (Freephone) 0800 061 6000

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PSM2

"MY PATH TO GLORY IS STREWN WITH BROKEN BODIES... AND YOURS IS NEXT!"

PRO DOJO

It's all change at the Dojo this month. Many of the challenges have been updated, but the old favourites still remain. Reckon you're the best at PES3? Unbeatable at Need For Speed: Underground? Send us your tape... NOW!

ATTENTION!

We've updated the Dojo with all new challenges. Only three old games remain. The Tricky challenge has been replaced by SSX3. Tekken 4's been dumped for Soul Calibur 2. Now's the perfect time to make your mark on the Dojo!

PROVE YOUR MASTERY!

YES! We've rebuilt our Dojo, making it bigger, more in-depth and more inviting to every PSM2 reader. Got any of the games featured on the next six pages? Now YOU can compete with every other PSM2 reader in the world and – if you're any good – you'll soon be featuring in our charts (updated every month) and getting your performance on our DVD.

Simply follow the guide below and you're on the road to fame. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the new chart-toppers every month with a pack of games and goodies! PSM

WIN STUFF! LOOK COOL

Roll up, roll up. Prove your skills and be famous forever. Pick your game, beat the score and video your efforts. Send it in and join PSM2's gaming elite!

HOW TO BECOME FAMOUS!

FIRST: Be really good at one of our challenge games. Have a look over the next six pages, read what the challenge is and decide if you can do better. If you can beat our fifth place offering then we want to know about it. Top the chart and you'll be famous forever!

SECONDLY: We need proof of your skill. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs to see your PS2 lurking on one of them. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start the video recording and play your replay or begin playing the game. Do your best and, when you're done, record the highscore table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label (or stick a piece of paper on it).

THIRDLY: We need a picture of you. You won't be a star player without one and your appearance on the DVD will be shallow and worthless. Write your name on the back so we can match it with your video entry. You can also email your pic to psm2@futurenet.co.uk. Call your email 'Pro Dojo' and don't forget to include your name and your challenge details.

FINALLY: Fill in the form at the end of the section (we do accept photocopies – we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope. Label her up 'Pro Dojo' and post the lot to us. Good luck.

PRO DOJO CHECKLIST:

- Photo
- Video
- Entry Form

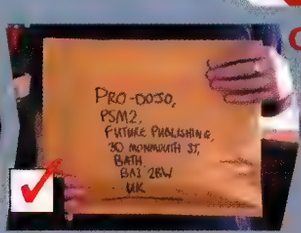
BINGO!

IT'S THIS EASY...

Check the charts. Can you beat any score featured? You can? Wizard!

Set up your video (described above) and record your performance. Nicely done.

Wind the tape to the right place and get a photo of yourself. Anything will do.



Send the lot to the Pro Dojo address just over there. Right a bit... There!

YOU'RE A GAMING GOD!

Send your tapes to:
Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

Challenge 1

MIDNIGHT CLUB 2

Midnight Club 2 continues to draw hot competition, so it remains a Dojo challenge for the moment. Paul and Ruaidri have both been working hard on their times. Pual's smashing of the Arrivals and Departure record is particularly impressive

BEVERLEY HILLS THRASHER

2'41"54	Ruaidri Maguire NEW!
2'41"98	Paul Fitzpatrick NEW!
2'44"02	Ian Lane
2'46"70	James Walker
2'48"09	Ryan Carson

ARRIVALS & DEPARTURES

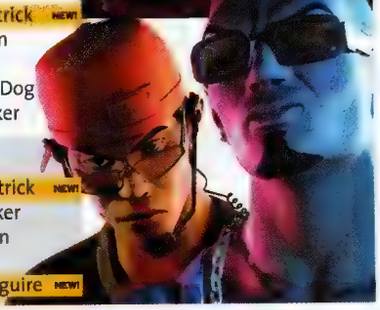
3'01"85	Paul Fitzpatrick NEW!
3'07"01	James Walker
3'10"25	Ruaidri Maguire NEW!
3'10"81	Ryan Carson
3'22"69	Ian Lane

LA TURISMO

1'44"95	James Walker
1'45"83	Paul Fitzpatrick NEW!
1'46"79	Ryan Carson
1'55"22	Ruaidri Maguire NEW!
1'56"50	"Sally" The Dog

RIVER RAID

2'23"90	Paul Fitzpatrick NEW!
2'25"62	Ryan Carson
2'44"14	Ian Lane
2'47"61	"Sally" The Dog
2'47"61	James Walker



RUN OFF

2'55"77	Paul Fitzpatrick NEW!
2'58"85	James Walker
3'01"73	Ryan Carson
3'09"65	Ian Lane
3'09"85	Ruaidri Maguire NEW!

Dumped! This month's prime *Midnight Club 2* losers are:
■ RUN OFF: 3'20"57: Chris Hill LA TURISMO: 1'57"34: Ian Lane
THE ACCELERATOR'S THE ONE ON THE RIGHT. DUH!

Challenge 2

SOUL CALIBUR 2

The stage of history beckons the best warriors on the PS2's most crucial beat-em-up. Compete for the fastest clearance time on arcade mode with Hard difficulty. You can use any character you want, including the secrets. The soul still burns...

TIME	CHARACTER	
16'07'05	Raphael	David Morgan
16'38'22	Talim	James Rauch
16'59'47	Yunsung	Jason Bartram
17'05'98	Cassandra	Maree Maclean
17'24'78	Mitsurugi	Tony Carr

Welcome to the home of heroes where PSM2's star players fight to the death!

PSM2 STAR PLAYERS

The readers to the right are PSM2's Star Players. All are present in at least one chart, and each month we put them head-to-head across ALL of our charts and games and produce the definitive performance chart. If you can top this beauty then you're the best PSM2 player in the world.

Check some of the credentials opposite. You'll see that if you're going to make it to the level of a Games God you're going to have to top more than one of our charts, and often show your skill across lots of different games.

Want to get involved? Best start sending us your tapes. Who knows? Next month you could be here...

THIS MONTH	LAST MONTH	STAR PLAYERS	TOTAL POINTS
1	1	**JAMES WALKER** James retains position at the top of the chart. But, with many new challenges, he'll have to fight harder. PSM2 Dojo Calculus: 138 + 21 =	NINJA! 159
		SPECIALIST IN: Burnout 2 and Midnight Club 2 — **"I CHALLENGE ANYONE TO BEAT ME! BRING IT ON. I SHOW NO MERCY!"**	
2	2	**PAUL FITZPATRICK** Still hanging tough at number two is old hand and ninja master Paul. Start playing those new challenges now... PSM2 Dojo Calculus: 38 + 62 =	NINJA! 110
3	6	**AMANDA OFFORD** Thanks to her SSX3 scores Amanda is breaking new ground. Can her meteoric rise continue? We hope so. PSM2 Dojo Calculus: 30 +77 =	107
4	NEW ENTRY!	**ADAM POVEY** Adam's MGS2 scores have pushed him high into the charts, but he's aided by the axing of old challenges. PSM2 Dojo Calculus: xx =	36
5	9	**LEE WALKER** Here's another beneficiary of the new challenges. Best not get too smug Lee, your placing is under pressure... PSM2 Dojo Calculus: 35 =	NINJA! 24
6	8	**DANIEL BUCK** His MGS2 prowess is the only thing keeping this man in the chart. We advise play some new games Dan, PSM2 Dojo Calculus: 37 =	21
7	NEW ENTRY!	**"SALLY" THE DOG** This really is a serious insult to all the human gamers out there. This mut must be beaten for the Dojo's sake!	20
8	NEW ENTRY!	**RUAIDRI MAGUIRE** Ruaidri's been pushing for months to break into the Dojo ranks and his persistence has finally paid off. Keep it up!	16
9	NEW ENTRY!	**SHUAN HEWER** Wild and hairy bushman Shaun has returned from the wilderness to once again climb these prestigious charts.	15
10	NEW ENTRY!	**ADAM JUSTICE** Another old face that has made a comeback due to some old challenges being dumped. Best work hard, Adam...	14

HOW IT WORKS

Sure, you can enter one challenge and get your name in one chart, but why stop there? Why not send us a tape full of your efforts? As well as updating the challenge charts we total up player's performances across ALL of our charts to produce our monthly Star Players chart. Top place and new entries get their efforts on our DVD – PLUS a package of goodies.

Top one of our challenge charts and you'll get 10 BIG points. It's four for second place, three for third, two for fourth and a single point for fifth.

PLUS! We reward long service too. Stay on the chart for two months and you'll get your Yellow Belt, three months earns you a Green Belt and three months-plus makes you a true champion – earning you the coveted PSM2 Black Belt status!

POINT ACCUMULATION SYSTEM

1ST in any chart = 10 points
2ND in any chart = 4 points
3RD in any chart = 3 points
4TH in any chart = 2 points
5TH in any chart = 1 points

BELT SYSTEM

Stay in the top ten for two months = Yellow belt
Stay in the top ten for three months = Green belt
Stay in the top ten for four months = Black belt
Five months = Ninja!

PSM2 REWIND

Where we show off your best bits every month

It's not just about being at the top of a chart or wowing your mates with a three month stint atop the Head 2 Head league. We at PSM2 watch EVERY SINGLE tape that's sent to us, and here's where we pick out the five runs that entertained us the most. Shock, surprise and amaze us and see your skills right here...

Challenge 3

GRAND THEFT AUTO: VICE CITY

How could we take out one of our most popular challenges? Yes, our pair of Vice City charts are as popular as ever. Get practising and, if you can beat any of the times shown below, send in your tape of your complete run.

THE PCJ PLAYGROUND CHART

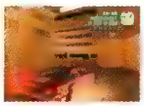
Activate the PCJ playground mission by hopping on to the bike that's leaning against the big grass-verged building near the Malibu Club (see pic below). Now, you've got two minutes to complete this 24-checkpoint course. You can complete the course in any order you like, and the fastest times make it into the league. NO CHEATS tho'. Send us your ENTIRE runs on VHS and get on our DVD.

FASTEST TIME

00'47"00	Martin Burke
00'47"00	Paul Fitzpatrick
00'47"00	Tom Muir
00'49"00	Brian Dunne
00'50"00	Steve Moran

THE CROSS-TOWN TRAFFIC CHART

We want you to race from the Hyman Condo in the Downtown district all the way to the Lighthouse in Ocean Beach (check the pics). Drive right up to it, and hop off, or out of, the vehicle to finish. See the pics below for details. And don't forget, we want to see your whole run on tape. You can use any vehicle and any cheats – as long as you don't use aircraft or the flying cars cheat.



FASTEST TIME

01'07"00	Desmond Foley
01'11"00	Simon Sherwood
01'12"00	Norman Morrison
01'31"00	Martin Burke
01'31"00	Marley Rudland

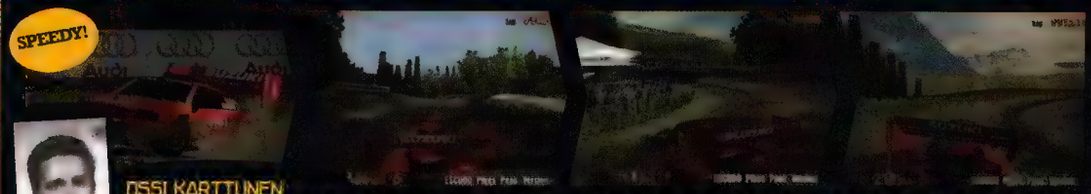
THIS MONTH'S IDIOTS

Every month we're inundated with tapes for Pro Dojo. And every month we're amazed in equal measures by the skill and stupidity of some of our readers. Here's this month's round-up of notable failures:

Anonymous, who kindly sent us some great Midnight Club 2 times. When the footage of his racing ended, something even 'racier' appeared at the end of the video. My, how we blushed...

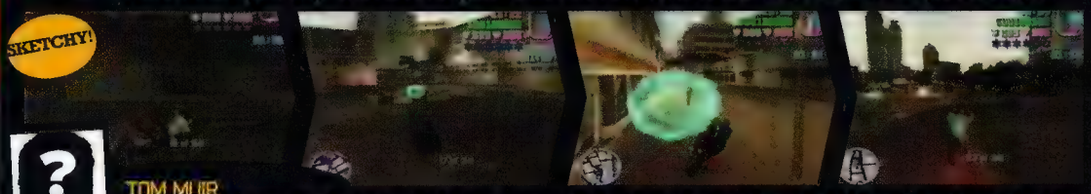
Dion Flockton
Sent in a whole list of what seemed to be very competitive scores. Unfortunately none of them were for games in the Dojo challenge! Now, we've heard of trying to get a jump on the competition, but this is ridiculous.

SPEEDY!



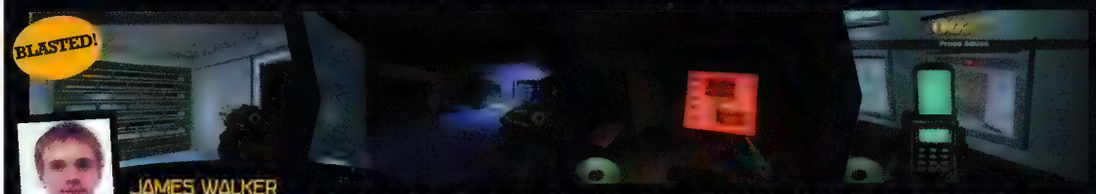
OSSI KARTTUNEN
Mad, mad, mad Finnish *GT3* fanatic Ossi Karttunen sent us a list of frankly God-like times for this racer. Unfortunately we've just retired the game from the charts, but here's one of his most impressive laps...

SKETCHY!



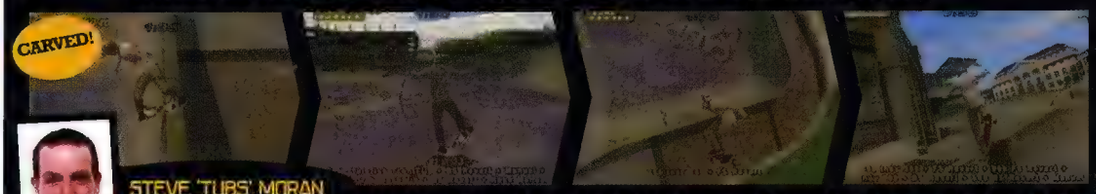
TOM MUIR
It's a hard life, staying inside and playing games all day. But who needs sunlight? Tom's hardcore *Vice City* madskillz (cough) have paid off big-time. 47 seconds for PCJ PLayground? Sounds like a result to us.

BLASTED!



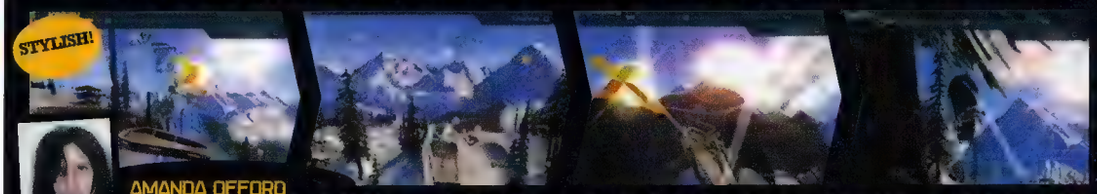
JAMES WALKER
"To *be* Bond you have to be able to *see* Bond". That's what EA are saying – but they've been proven wrong as Walker the Elder doesn't need a third-person view to be the mutt's nuts at *Nightfire*...

CARVED!



STEVE 'TUBS' MORAN
Refusing to be seduced by the loveliness of *Tony Hawk's Underground*, Steve has been putting his all into *THPS4*. 14,121,813 on the College level! Plus he recorded his footage over 'Brookside – The Lost Weekend'.

STYLISH!



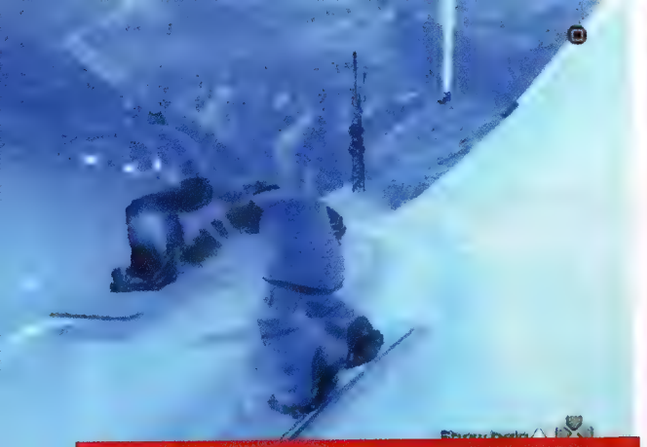
AMANDA OFFORD
Even PSM2's resident *SSX3* expert, Dan D, was stunned by Amanda's performance using the skelton character, Gutless. "I don't believe it!" he whined. So we showed him this run and he *was* humbled.

Challenge 4

WWE SMACKDOWN! HCTP

A ruff 'n' tumble new challenge. Get the quickest time in "Slobberknocker Anywhere" mode. You must use Brock Lesnar or Steve Austin as your character, but you can use any of the weapons a available. Get pumping...

BROCK LESNAR			
9'05" Craig Powers	9'25" Jeremy Morgan	9'33" Colin Smith	9'40" Amar Richards
YOUR NAME HERE! SEND YOUR TAPES NOW!	YOUR NAME HERE! SEND YOUR TAPES NOW!	YOUR NAME HERE! SEND YOUR TAPES NOW!	YOUR NAME HERE! SEND YOUR TAPES NOW!
STEVE AUSTIN			
9'32" Colin Smith	9'36" Craig Powers	9'37" Aaron Cochrane	9'44" Damon Dinning
YOUR NAME HERE! SEND YOUR TAPES NOW!	YOUR NAME HERE! SEND YOUR TAPES NOW!	YOUR NAME HERE! SEND YOUR TAPES NOW!	YOUR NAME HERE! SEND YOUR TAPES NOW!



Challenge 5
SSX3

Sadly, we had to retire SSX Tricky in favour of it's younger brother SSX3 – the new hard-riding boarder on the block . You must play in 'Conquer the Mountain' mode to qualify.

TOP SCORES

R & B

1,171,399	Amanda Offord
1,087,800	Daniel Dawkins
1,020,654	Jim Bowman

STYLE MILE

1,512,588	Daniel Dawkins
1,476,548	Amanda Offord
1,109,346	Chris Hoggan

KICK DOUBT

978,637	Daniel Dawkins
901,788	Amanda Offord
876,559	Doug Walter

CROW'S NEST

191,577	Doug Walter
189,996	Chris Hoggan
188,420	Amanda Offord

LAUNCH TIME

211,518	Amanda Offord
208,231	Jim Bowman
188,895	Doug Walter

MUCH 2 MUCH

242,616	Amanda Offord
202,587	Jim Bowman
197,559	Doug Walter

THRONE JAM

282,642	Daniel Dawkins
267,982	Chris Hoggan
262,114	David Jason

ALL PEAK JAM

2,528,764	Daniel Dawkins
2,226,986	Jim Bowman
2,006,128	Chris Hoggan

TOP TIMES

SNOW JAM

2'50"54	Daniel Dawkins
2'51"89	Amanda Offord
2'59"32	Jim Bowman

METRO CITY

2'39"88	Daniel Dawkins
2'40"34	Amanda Offord
2'44"84	Doug Walter

RUTHLESS RIDGE

2'52"45	Daniel Dawkins
2'52"90	Amanda Offord
2'56"08	Chris Hoggan

INTIMIDATOR

2'47"55	Amanda Offord
2'51"66	Jim Bowman
2'53"12	Doug Walter

GRAVITUDE

2'38"12	Amanda Offord
2'41"44	Doug Walter
2'43"39	Chris Hoggan

THRONE RACE

2'43"16	Daniel Dawkins
2'48"22	Jim Bowman
2'50"30	Doug Walter

RUTHLESS RACE

3'14"02	Doug Walter
3'14"45	Amanda Offord
3'20"24	Chris Hoggan

ALL PEAK RACE

25'15"02	Daniel Dawkins
25'55"57	Jim Bowman
26'20"34	Chris Hoggan

Challenge 6
BURNOUT 2

James and Paul have been slugging it out, back and forth for a few months now, but Steve has been quietly improving too. There's still room for improvement though.

AIRPORT TERMINAL 3

0'33"620	Paul Fitzpatrick
0'33"639	James Walker
0'33"760	"Sally" The Dog
0'33"819	Lee Walker
0'33"879	Amanda Offord

AIRPORT TERMINAL 1&2

1'17"919	James Walker
1'17"979	Paul Fitzpatrick
1'18"899	Shaun Hewer
1'17"179	Chris Hill
1'19"359	Lee Walker

INTERSTATE LOOP

0'59"899	James Walker
0'59"920	Paul Fitzpatrick
1'00"020	Amanda Offord
1'00"440	Shaun Hewer
1'00"520	Chris Hill

88 INTERCHANGE

2'14"299	James Walker
2'15"239	Paul Fitzpatrick
2'17"160	Amanda Offord
2'17"459	Shaun Hewer
2'18"239	Steve Moran NEW!

PALM BAY HEIGHTS

1'03"459	James Walker
1'03"500	Paul Fitzpatrick
1'03"640	Lee Walker
1'03"759	"Sally" The Dog
1'04"259	Steve Moran

PALM BAY MARINA

1'26"819	James Walker
1'26"980	Paul Fitzpatrick
1'27"760	"Sally" The Dog
1'27"780	Amanda Offord
1'27"959	Michael Barnes

SUNRISE VALLEY DOWNTOWN

0'40"420	James Walker
0'40"440	Lee Walker
0'40"580	Paul Fitzpatrick
0'40"840	"Sally" The Dog
0'41"319	Steve Moran

SUNRISE VALLEY SPRINGS

1'04"220	James Walker
1'04"659	Lee Walker
1'04"880	Paul Fitzpatrick
1'05"279	"Sally" The Dog
1'06"179	Shaun Hewer

BIG SURF GROVE

1'05"119	James Walker
1'05"440	Paul Fitzpatrick
1'05"779	Lee Walker
1'06"060	Amanda Offord
1'06"299	Steve Moran

BIG SURF SHORES

1'36"599	James Walker
1'36"780	Paul Fitzpatrick
1'36"900	"Sally" the Dog
1'37"379	Amanda Offord
1'38"260	Steve Moran

CRYSTAL SUMMIT PEAK

0'40"159	James Walker
0'40"240	Paul Fitzpatrick
0'40"799	Lee Walker
0'41"179	"Sally" The Dog
0'41"600	Steve Moran

CRYSTAL SUMMIT LAKE

1'56"019	James Walker NEW!
1'56"859	Paul Fitzpatrick NEW!
2'00"780	Shaun Hewer
2'04"279	Steve Moran
2'09"279	John Jeffery

OCEAN SPRINT

1'44"699	Amanda Offord
1'44"899	James Walker
1'45"019	Paul Fitzpatrick
1'46"419	Shaun Hewer
1'47"419	Steve Moran

HEARTBREAK HILLS

1'38"979	James Walker
1'39"639	Paul Fitzpatrick
1'39"639	Amanda Offord
1'41"299	Shaun Hewer
1'42"859	Steve Moran NEW!

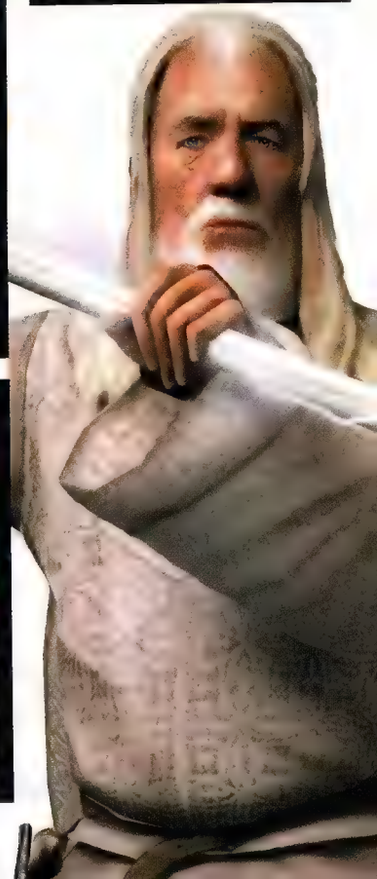
FREEWAY DASH

1'54"679	James Walker
1'54"779	Amanda Offord
1'54"919	Paul Fitzpatrick
1'58"819	Shaun Hewer
1'57"699	Steve Moran NEW!

Challenge 7
LOTR: RETURN OF THE KING

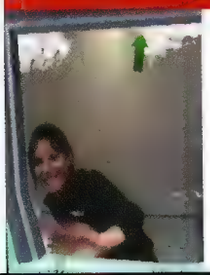
Start a new game with Gandalf (so he's level 1). We want to see how much experience you can get on the first level, Helm's Deep. So, you'd better get your wizard's hat on and get practicing, quick smart!

JES BICKHAM	
9500	
STEWART GREENER	
8500	
MATT YORDALE	
7585	
CHRIS HOGGAN	
9385	
KEITH KARLDAN	
8335	
OPAL GRANDIAN	
5685	
DOUG WALTER	
9340	
TERRY WAKELEY	
6790	
JAMES MALDEN	
5240	
DAVID JASON	
9250	
ABDUL SALEEM	
7240	
KEERA MUNDY	
2650	
MICHAEL DELLAR	
9220	
PAUL GLANSON	
8450	
DARREN KEITH	
5520	



Challenge 8
EYETOY: PLAY

In Solo Mode, with the difficulty set on Dynamic acheive the highest possible score on the following tracks:



"MUSIC" – MADONNA

3500	Jes Bickham
3300	Ian Swain
3250	Olly Freer

"JUMPIN'" – LIBERTY X

3700	David Morgan
3550	Ian Swain
3500	Olly Freer

"JUNGLE BOOGIE" – KOOL AND THE GANG

3250	Jes Bickham
3200	Olly Freer
3000	David Hughes

"MOVE YOUR FEET" – JUNIOR SENIOR

2900	Amar Richards
2850	Jes Bickham
2600	David Hughes

COME AND 'AVE A GO...*

Fancy your chances, do you? Think you can take on the collective might of the PSM2 team and *win*? Well we'd like to see you try...

There are no prizes. There are no competitions to enter. Our 'Ave A Go column merely gives you the opportunity to know that you are better at PES3 than Dan D.

Here's what we've been playing and here's how good we are. Beat this...

POSSE GALORE: Can you beat the PSM2 team? God knows they're asking for it. Just look at them. Grr...

Adrian

KILL.SWITCH

Well, then, this is a tricky one. I want you to complete the first level without using 'blindfire' or using ⓡ to hide behind cover and pop out and shoot. None of that shit, nossirree. You can run around all you want, though. Ain't I nice?.

Dan D

SSX3

Think you're an *SSX* master? Think again, dumbass. Check the rider rewards section to discover a set of platinum challenges. Master these and you'll be a better 'boarder than I.

Jorin

BATTLESTAR GALACTICA

Cheesy old sci-fi shows are my cup of tea, definitely. It's all those silver jumpsuits and stylish haircuts. I defy you to complete the first mission without missiles.

Dan G

MANHUNT

I'm the best manhunter in the world. I *love* to hunt men. So much so, in fact, that there's no room left in my basement. But that's another story. Anyway, finish *Manhunt* with over nine time bonuses.

Milf

XIII

On the bank escape level, I want you to make as much noise as possible and alert all the guards that you can. Reckon you can get through the level in under ten minutes if you do that?

Dan V

RETURN OF THE KING

I love hobbits. How nice it must be just to cuddle up with one... Beat Cirith Ungol without using the elven cloak. Try doing it in under five minutes too, smartass.

*IF YOU THINK YOU'RE HARD ENOUGH

TRICKS OF THE TRADE

Need some help? Here's our monthly round up of hints and tips that'll propel you to gaming greatness.

SSX3

The key to big scores is hitting the multiplier icons and finding the smartest, most deliberate route down the mountain. It's not just speed and the biggest jumps. Remember that you can always buy higher-scoring uber-moves from the lodge, too.

PRO EVOLUTION SOCCER 3

To get good players relatively quickly purchase youthful developing players and try to give them at least 30 minutes each game. Then every week in the team management menu, you should have about 40-60 points to spend on their attributes.

Challenge 9

NEED FOR SPEED: UNDERGROUND

This street-styled racer is proving very popular with all you petrol-heads. Are you Mustang material or a Mini owner? Send us your fastest Quick Race times in Circuit mode

INNER CITY

2'15"05	Ollie Owen
2'17"61	Mark Soper
2'19"95	Barry Madorsky

ATLANTICA

2'05"34	Mark Soper
2'06"02	Titus Bolger
2'06"08	Ollie Owen

MARKET STREET

3'10"00	Mark Soper
3'14"45	Barry Madorsky
3'15"12	Ollie Owen

OLYMPIC SQUARE

2'18"42	Titus Bolger
2'19"76	Barry Madorsky
2'21"22	Ollie Owen

STADIUM

2'25"24	Ollie Owen
2'26"05	Titus Bolger
2'28"58	Mark Soper

IT'S A NEW CHALLENGE SO GET YOUR TAPES IN AND GET YOUR NAME IN HERE NEXT MONTH!

Challenge 10

METAL GEAR SOLID 2: SUBSTANCE

We couldn't dump the MGS2 challenge. Hell no! Well, at least not until the new Solid Snake shooter comes out... until then, remember: these are the times taken, not time left

SNEAK LV.5

00'10"30	Daniel McDonnell
00'10"46	Adam Justice
00'10"54	Gavin McIntyre

ELIMINATE ALL LV.5

00'16"42	Adam Povey NEW!
00'16"46	Daniel Buck
00'20"22	Gavin McIntyre

WEAPON: ASSAULT LV.5

56167	Daniel Buck
53828	Lee Walker
51766	Adam Povey NEW!

WEAPON: NIKITA LV.5

00'30"40	Adam Povey NEW!
00'30"98	Chris Hill
00'31"22	Daniel Buck

FPS MODE LV.1

27480	Adam Justice
25125	Mike Hunt
23968	Adam Povey NEW!

FPS MODE LV.2

00'18"70	Adam Povey NEW!
00'19"24	Daniel Buck
00'19"46	Simon Hahn

FPS MODE LV.3

55944	Mike Hunt
36854	Simon Hahn
34123	Darren Blacklock

This months prime Metal Gear loser is:
■ FPS MODE LV.1:
23697: Daniel Buck

Challenge 11

TONY HAWK'S UNDERGROUND

We're updating our *Tony Hawk's* challenge for the twisted terrain of the Undergound. If you know your Darkslides from your One-footed Inverts then start sending us your top Free Skate scores. Remember, it's the standard two minute time limit, please.

NEW JERSEY

13,010,076	David Morgan
12,890,034	Jason Bartram
12,677,600	Dave Henderson
11,855,120	Chris Heyburn
10,900,780	James Rauch

MANHATTAN

10,666,890	Kerry Muir
10,443,980	Jason Bartram
10,432,331	Stuart Bell
9,677,115	Dave Henderson
9,576,385	David Morgan

TAMPA

12,342,673	Chris Heyburn
12,144,621	Dave Henderson
11,712,889	Jason Bartram
11,333,171	Stuart Bell
10,347,770	Chris Heyburn

SAN DIEGO

14,560,111	Jason Bartram
13,987,104	David Morgan
13,722,809	James Rauch
12,956,455	Chris Heyburn
12,168,512	Dave Henderson

HAWAII

10,446,936	Stuart Bell
10,227,971	Dave Henderson
10,126,009	Jason Bartram
10,003,005	David Morgan
9,548,656	Kerry Muir

VANCOUVER

9,475,800	James Rauch
9,2345,780	Kerry Muir
8,975,960	Jason Bartram
8,881,540	Dave Henderson
8,474,891	David Morgan

RUSSIA

11,567,990	Dave Henderson
11,532,144	James Rauch
11,514,709	David Morgan
10,987,487	Kerry Muir
10,557,560	Jason Bartram

HOTTER THAN HELL

10,675,124	Dave Henderson
10,223,181	Chris Heyburn
10,102,420	James Rauch
9,875,005	Kerry Muir
9,669,130	David Morgan

SCHOOL 2

9,998,068	Chris Heyburn
9,224,765	Stuart Bell
9,220,189	James Rauch
9,004,680	Kerry Muir
8,904,199	Jason Bartram

APPRENTICE NINJAS

They may not have made it on to our charts but this lot deserve a shout nonetheless.

Ossi Karttunen
Gran Turismo 3
Super Speedway
0'22"475

Ryan Ellis
007 Nightfire
Chain Reaction
804,780

Sean White
007 Nightfire
The Exchange
1,063,623

Simon Williams
MGS2
FPS LV.1
20752

Ossi Karttunen
Gran Turismo 3
Midfield Raceway
0'50"507

James Rauch
SSX3
Kick Doubt
855,988

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print alongside your pic and make sure you're as good as you think you are.

Challenge 12

PRO EVO SOCCER 3

We're looking for the best performance in the Master League on level five difficulty, first division only. The criteria, in descending order, is points, wins, draws, losses and goal difference.

DAN DAWKINS

Points:	63
Wins:	20
Draws:	3
Losses:	3
Goal difference:	+24

NICK ELLIS

Points:	60
Wins:	18
Draws:	6
Losses:	2
Goal Difference:	+20

CLIVE WOODLEY

Points:	54
Wins:	17
Draws:	3
Losses:	6
Goal difference:	+18

JOHN WICKE

Points:	50
Wins:	15
Draws:	5
Losses:	6
Goal difference:	+17

DANIEL GRIFFITH

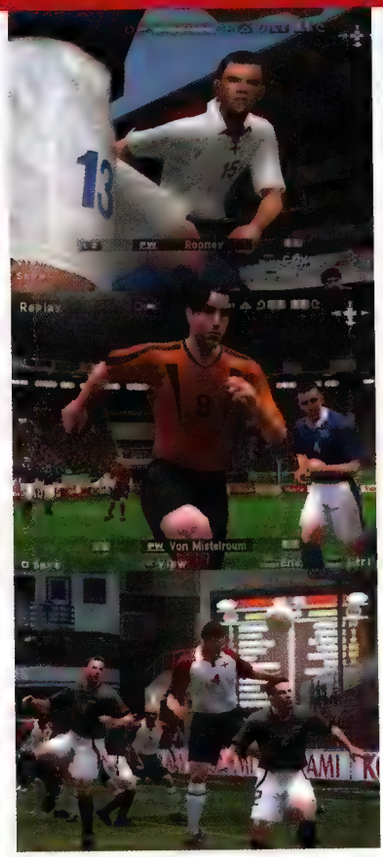
Points:	3
Wins:	0
Draws:	3
Losses:	23
Goal difference:	-30

SHOW US WHO'S PES BOSS! SO GET YOUR TAPES IN AND GET YOUR NAME IN HERE NEXT MONTH!

Challenge 13

PRO EVO SOCCER 3 GOALS

Send us your best PES3 goals. Every month we'll judge the best goals and put them on the cover DVD for the whole nation to enjoy.



Plus – why not leave the video running all game and show us the best passage of play leading up to a goal... no prizes, but the most fluid, skillful or downright jammy goals will appear on the DVD.

PRO DOJO ENTRY FORM

PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. It's been ages since I've won free games and been really famous.

And I enclose... MY PHOTO ❑ (or I've emailed you one)
A VIDEO OF MY ACHIEVEMENT ❑ (wound to just the right place)

Check out my tape, it's got this on it:

Game / Challenge ..... Chart ..... Time/Score

.....

.....

.....

.....

.....

.....

.....

My message to the gaming nation is:

"..... "

.....

Name .....
Age .....
Address .....

WATCH IT ON THE DVD VIDEO

"IT'S ALL DOWNHILL FROM HERE WITH THE HELP OF THIS TEN-STEP GUIDE"

TONY HAWK'S UNDERGROUND

Seen our exclusive Tony Hawk's VideoGuide on the DVD? Now join us for 100% hardcore cheats, secrets and combos in just ten easy steps. Shatter those THUG high scores – NOW!

START HERE!

1 To master *Tony Hawk's Underground* you'll need an implicit understanding of the scoring mechanics. The value of each trick depends on its difficulty, so while a basic kickflip is worth 100, a special move like a 900° is worth a staggering 6000. Essentially, every time you link a trick in combination (via a manual roll, revert, hidden combo, caveman or ollie), the value of that combo is multiplied by the number of tricks performed – this is called the multiplier. For example, three tricks linked in combo earns a 3X multiplier, tripling your score.

There are a number of ways to increase the value of your combo, including spinning while you perform individual tricks (each 180° rotation boosts the value of the trick) linking flips into grabs, performing tricks switch stance and using special moves. Every time you repeat a trick during a combo, its value drops incrementally – so mix things up. A good run will cover a wide range of terrain, flitting between grinds, grabs, flips, flatland tricks and lip tricks, avoiding repetition and making frequent use of special moves.

It's also very useful to kick off your combo with a big (or special) trick. If you can nail 6000 points straight off, you've only got to link 10 crappy tricks to get a score of at least 60,000.

So take heed of the above – and good luck!

2 FIVE OTHER WAYS TO BOOST POINTS

A Jump over natural breaches in the terrain – called Gaps – during a combo to receive an additional points bonus and build the multiplier. Gaps include large leaps between ledges, gaps between bowls and the curved 'roll in' section of bigger half pipes. There are between 20 and 30 gaps on each level, so keep checking the Pause menu screen to see if you've nailed them all.

B Kick off each combo with a high scoring Special move (maybe a Create-a-Trick). We tend to favour building the Special bar, then pulling an Aerial special like a 900°, before reverting into a standard manual roll combo. Pull the hardest tricks at the start of a combo, before the manual balance bar becomes ultra-sensitive, then finish off with a string of quick-fire hidden Flatland combos (see list) to build up the multiplier.

C As stated, tricks score more highly when you are spinning, with a list of associated multipliers below:

DEGREE	MULTIPLIER
180	1.5
360	2x
540	3x
720	4x
900	5x

So, for example, a basic kickflip in *THUG* is worth 100 points. This would score 150 points if it was performed with a 180° or a huge 400 points as a 720°. Get spinning!

BALANCE METER MASTERCLASS

3 Understand the balance meter and you control the game – enabling near-limitless combos. Basically, balance is cumulative, so if you're tipping back on a manual roll before you enter a grind, you'll still be tipping back when you exit. Learn to anticipate the balance meter and provide frequent corrective D-pad taps, keeping the balance centred, Practice is king.

D Performing tricks Fakie (when moving backwards) or Nollie (front foot on nose of board) boosts the value of each trick as shown below. Press R2 to move between Nollie, Fakie and Pressure flip stance. Press L2 to move into Switch stance.

MOVE	MULTIPLIER
Switch	1.2x move
Nollie	200 + (2x move)
Fakie	240 + (2.4x move)

E A point of caution. Each time you perform a move during a combo you receive fewer points than you did previously. The first time you pull a kickflip you get 100 points, the second 75 and the third 50. The moral? Vary your tricks as much as possible to maximise your scores.

PERFORMED	DEGRADATION
1st	100%
2nd	75%
3rd	50%
4th	25%
5th +	10%

SPECIAL MOVES

4 Special moves take longer than normal moves but score big. Get comfortable with customising your special moves in the Edit Tricks roster in the Pause menu. As a general rule, always equip at least two special grinds (make sure they're activated by ↑ then ↓, or ↓ then ↑, D-pad taps in conjunction with the normal grind button – so if you miss you'll land in a manual roll), a few aerial specials, one flatland move and a lip trick. Always assign grind specials to the grind button.

THE HIGH SCORE SECRETS OF HIDDEN COMBOS

5

WHAT ARE THEY?
You can switch between tricks in *THUG* by using hidden button presses, moving between, say, a 5-0 grind to Noseslide effortlessly by tapping △ and then ○. Not only do these hidden button presses look cool, but they are a fantastic way to boost your combo muliplier and score big.

HOW DO YOU DO THEM?
A full list of hidden combos is below. As a general rule, just tap combinations of the face pad buttons to access new permutations, varying the combination for maximum scores.

GRINDS

Flip, Flip	Smith
Flip, Grind	Tailslide
Flip, Grab	5-0
Grab, Grab	Crooked
Grab, Flip	Bluntslide
Grab, Grind	Nosebluntslide
Grind, Grind	50-50
Grind, Flip	Noseslide
Grind, Grab	Nosegrind

EXTRA GRINDS

These are performed by pressing the direction listed then tapping grind + grind (△, △).

Up	Nosegrind to Pivot
Down	5-0 Overturn
Left	Hurricane
Right	Salad
Up-Left	Hang Ten Nosegrind
Up-Right	Crail Slide
Down-Left	Double Blunt Slide
Down-Right	Darkslide

FLATLAND

Begin a manual roll, then use the following button presses to move into a Flatland trick. Use the commands on the left to access the move in the second column, then tap flip + flip to modify the trick as signified by the sub list in the third column. You can tap one of the original commands to move into a new Flatland trick at any time, producing a seamless combo.

COMMAND	TRICK	SUB-TRICK
Flip, Flip	Half Cab Impossible	360 Fingerflip
Flip, Grab	Anti Casper	Anti Casper Flip
Flip, Grind	Casper	Casper Flip
Grab, Grab	Handstand	Handflip
Grab, Flip	To Rail	Rail Flip
Grab, Grind	One Foot Manual	Half Cab Impossible
Grind, Grind	Pogo	Wrap Around
Grind, Flip	Truckstand	Truckstand Flip
Grind, Grab	Switch Foot Pogo	Half Wrap Tuck Transfer
Left, Right, Flip	Spacewalk	360 Finger Flip

FLAT STEEL WRAP: You can get off your board at any time and regroup.
Fakie Ollie > Heelflip > Manual > 360 Fingerflip > Half Cab Impossible

INVERTS AND STALLS

Inverts are performed on halfpipes or quarterpipes by tapping the grind button as you approach the lip. You can combo into another Invert by pressing any combination of two buttons, as shown below. Unlike Flatland moves, you can't tap grind or mutate before launching into another stall.

INPUT	INVERT	STALL
Flip, Flip	Disaster	One Foot Invert
Flip, Grab	Rock to Fakie	Eggplant
Flip, Grind	n/a	n/a
Grab, Grab	Axle Stall	Gymnast Plant
Grab, Flip	BS Boneless	Varial Invert to Fakie
Grab, Grind	n/a	n/a
Grind, Grind	FS Noseblunt	Invert
Grind, Flip	FS Nosepick	n/a
Grind, Grab	Blunt to Fakie	Andrecht Invert

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

6 CHEAT CODES

The following codes should be entered in the Cheat Codes menu, accessible via Options from the main menu.

getitup	Moon gravity
noforce	Moon physics
keepitsteady	Perfect Manuals
letitslide	Perfect rail balance
digivid	Unlocks All Movies
holeshot	Unlock special sounds
getemall	Unlocks all skaters

The cheats can be turned on or off through the start menu.

7 UNLOCKABLE SECRETS

Why complete all 129 goals? Well, if you fancy rollerskating with an overgrown child at a KISS concert, we recommend you persevere. Check this lot out:

UNLOCKABLE SECRET	HOW TO UNLOCK
Always Special	Complete 129/129 goals
Cool Specials	Complete 129/129 goals
Flame (while grinding)	Complete 129/129 goals
Kid Mode	Complete 129/129 goals
Moon Gravity	Complete 129/129 goals
Perfect Manual	Complete 129/129 goals
Perfect Rail	Complete 129/129 goals
Perfect Skitch	Complete 129/129 goals
Rollerskates	Complete 129/129 goals
Alternate ending	Complete Story Mode twice
Create-a-Deck Mode	Beat "Slamma Jamma" on Story mode
Gene Simmons	Complete Story Mode on Normal difficulty
Hotter Than Hell	Beat story mode on any skill level
Iron Man	Complete Beginner's Story mode
Level: *THPS2* Hangar	Find old skool icon on Moscow map
Video: Always Hard	Find nine secret tapes
Video: Bails 1	Find three secret tapes
Video: Bails 2	Find six secret tapes
Video: KISS concert	Activate K-I-S-S letters
Pedestrians	Find every GAP in the game
School 2	There's a red icon by the rear quarter pipe section of the train station in New Jersey
THUD	Complete story mode on SICK difficulty
Venice Beach	There's a smoking Tiki god statue at the back of the town. Ollie into it and hit ▲
Hotter Than Hell	Beat Story mode
School II (*THPS 2* level)	Get Old Skool Icon (New Jersey)
Venice (*THPS 2* level)	Get Old Skool Icon (Hawaii)
Hangar (*THPS 2* level)	Get Old Skool Icon (Moscow)

8 SECRET SKATERS

If KISS frontbloke Gene Simmons doesn't wax your kerb, then there's always Iron Man plus 20 – yes, 20 – pedestrian skaters, including some 'novelties'.

Iron Man	Beat Beginner Story mode
Gene Simmons	Beat Normal Story Mode
T.H.U.D.	Beat Sick Story mode
20 Pedestrian skaters	Get All Gaps

9 SECRET VIDEOS

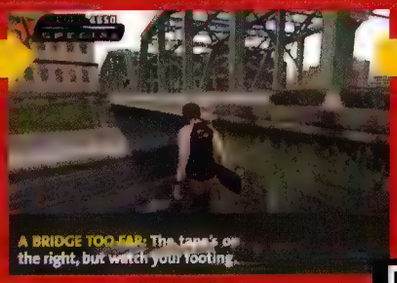
You could just use the Unlock All Videos cheat to watch legend Mike Vallely smashing a developer's car up, or pro skaters pulling their teeth out of the tarmac in the Bails 2 video, but where's the fun in that?

NUMBER OF TAPES	UNLOCK
Three	Video: Bails 1
Six	Video: Bails 2
All	Video: Always Hard

10 AND FINALLY, HOW TO FIND THE SECRET TAPES!

NEW JERSEY

The first tape is under the huge bridge (the one you leap over in the Get The Scrap Metal mission) connecting the main area and the train station. Approach the bridge from the main area side, then get off your skateboard and walk onto the grass to the left of the bridge. You should see a small concrete walkway under the bridge with the tape. Easy. For the record, the Old School tape is hidden on the other side of the bridge, on the far wall of the underground station.



A BRIDGE TOO FAR: The tape's on the right, but watch your footing.

DIFFICULTY: ☠☠☠☠☠

MANHATTAN

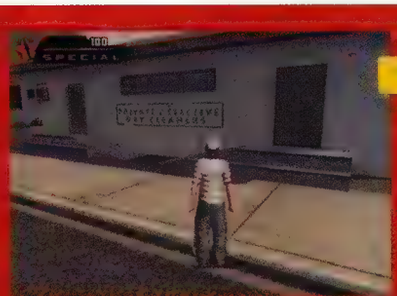
Skate to the waterfront, near the flat bowl area on the far left where you perform the bench grinding task. Turn your back to the sea. The secret tape is on the right hand side of the level (which you should be facing) on the suspended billboard thing. Skate to the billboard (it's in front of the huge glass building), then stop and look up. You should spot a ladder, which you can climb, then double jump to shimmy across and get the tape. Don't forget to use ⓛ1 to grab the ledges.

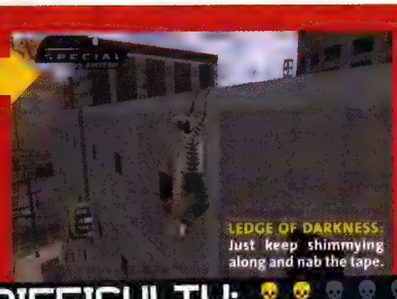
STOP OF THE MORNING: The tape is straight ahead, on the right hand side.

DIFFICULTY: ☠☠☠☠☠

TAMPA

You can reach the tape almost entirely on foot. From the start, keep on the main road and head towards the waterfront side of the level where Bam Margera hosts the party boat mission. As the main road loops to the left, get off your board and look for a building behind you with the 'Private Detective and Drycleaners' sign. Climb onto the roof and use the wire on the corner facing the main road to shimmy over the road to the building above. Bingo!





LEDGE OF DARKNESS: Just keep shimmying along and nab the tape.

DIFFICULTY: ☠☠☠☠☠

SAN DIEGO

At the start, go straight past the stairs until you hit the road, then continue left where the road curves. Eventually you should hit the big central area where they hold the competition. Run up the steps to see the tape in the distant sky, above the archway. Leap through the tunnel, then use the quarter pipe at the back to leap 90° parallel onto the roof. If you want, bail off mid-air (R1 and R2) to avoid slamming. Use the ramp on the roof to reach the tape.

DIFFICULTY:

HAWAII

The tape is on a wire above the pink hotel, where you perform the Drain the Pool mission. The wire rises up over the road. The easiest way to reach it is to spine transfer onto the first platform using the banks in front of the hotel. Then ollie up onto the blue rail on the level above, bailing in mid-air (pressing R1 and R2), then instantly pressing R1 to grab it. You can then shimmy along the hotel until you reach the wire, where you can jump, tap R1 and carry on climbing.

DIFFICULTY:

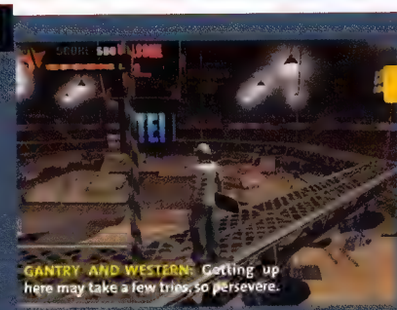
VANCOUVER

The tape's located high above one of the huge glass domes on either side of the hotel. The leap seems impossible, but there's a suspicious looking bus shelter near the main road, facing the dome. Head back down to the main road, skitch a lift from a car (tap up as it passes), then let go (press down) as it speeds past the shelter and cut 90° left into the bank on its side. Spine transfer immediately (R1), then use the added height to leap off the final bump and claim the tape.

DIFFICULTY:

SLAM CITY JAM

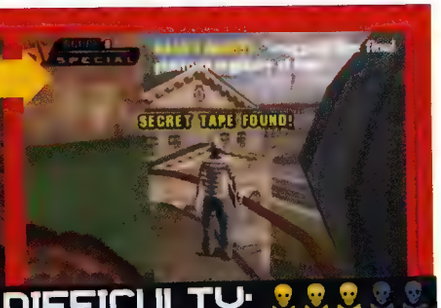
The tape is in the huge square scoreboard near the middle of the level, suspended from the ceiling. From the start, use the halfpipe to leap and grind onto the square spot lights above, or, more easily, bail off in mid-air and cling on before hauling yourself up. If you can't get the height, build up your special bar and stats. Walk or grind around the perimeter of the spotlights, then walk into the square section to smash it and claim the tape.



DIFFICULTY:

MOSCOW

The tape's on top of St. Basil's, the huge building near the start point which looks like a palace. Once you reach it, get off your board and start climbing. Eventually you reach a central area where you can see the tape, but can find no easy way up. You need to double jump (tap ⊗ twice, using the wall to boost up) near the internal section with the platform above, while holding R1. It's fiddly, but you should eventually 'snag' the platform and can claim the tape.



DIFFICULTY:

HOTTER THAN HELL

The tape's floating above the highest gantry in the middle of the level. Head to the stage-area where the concert takes place. You can see three blacked out doors below the stage. Take the one on the right. You'll magically appear on the gantry, then turn around and look up to see the tape. Get some speed, then use the natural angle of the gantry to Boneless (↑, ↑, ⊗) and claim the tape. You'll need full stats to make the leap, which you should have collected.

DIFFICULTY:

"DISTURBING HINTS ON LEADING A DERANGED LIFESTYLE"

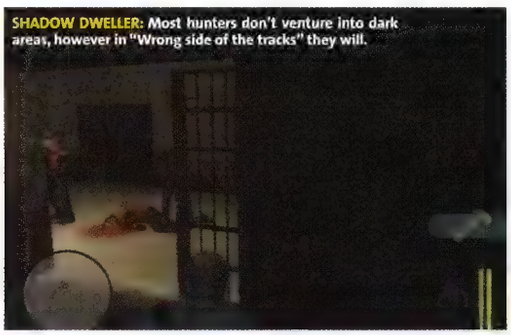
MANHUNT HARDEST BITS

Run away! We show you how to stab, sneak and hide your way through the toughest parts of Rockstar's ultimate video nasty...

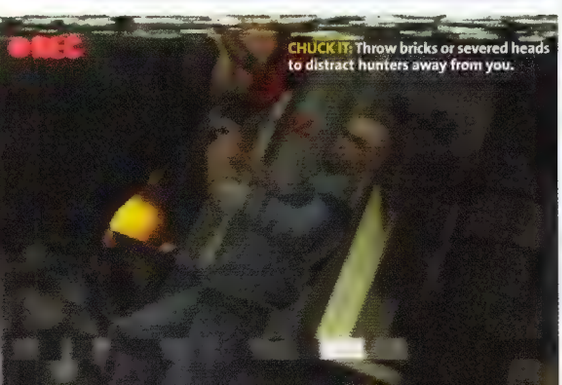
1 GENERAL TIPS

HIDING TIPS
BRIGHT LIGHT BAD!

A **Basically, stay in the dark. When the icon on the right is blue you're invisible to hunters, but be careful they don't bump into you. If hunters are on alert, or facing you, get into a dark area. Don't run because hunters will hear this and chase you.**



SHADOW DWELLER: Most hunters don't venture into dark areas, however in "Wrong side of the tracks" they will.



CHUCK IT: Throw bricks or severed heads to distract hunters away from you.

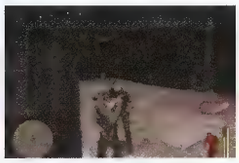
ALLURING

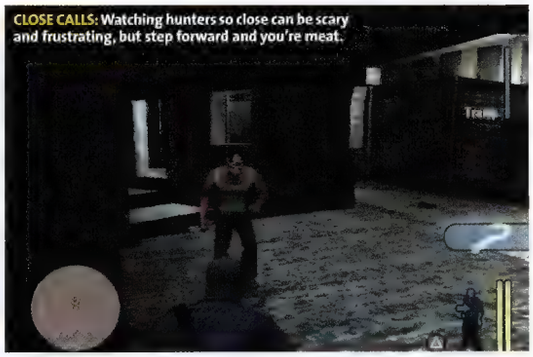
B Lure hunters to you. It may seem stupid, but you've got to split them up to be able to execute a stealth kill. You can tap on the wall by pressing △ to go flat against it, then ⊗ to tap. This also works for seeing where static hunters are on your radar, as they will move as soon as they hear a sound.

QUIETLY: Hitting bins is loud. Thwack quieter surfaces to attract single hunters.

HELP!

C **Even if you're the most careful player you will sometimes get caught. If this happens, run as far away as you can and back to where you came from. Keep turning corners and as soon as all hunters turn orange on the radar, or your icon has stopped flashing, get into the nearest dark spot and sweat it out.**



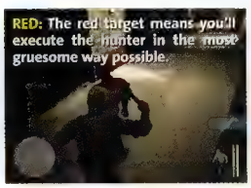


CLOSE CALLS: Watching hunters so close can be scary and frustrating, but step forward and you're meat.

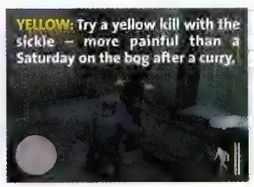
STAY ON TARGET

D Hold L1 to lock on to a hunter facing away from you. Use quieter melee weapons and hold down ⊗ or ○ to execute. The longer you hold it down the more gruesome the kill and the more stars you'll get for the level. Follow the hunter carefully, predict where he'll go and make sure no one's watching as you slaughter him.

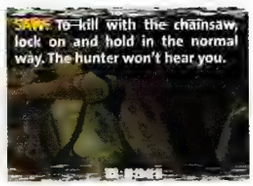
WHITE: Lock-on and wait for Cash's arms to rise and the target to go white. Here comes a filthy kill.



RED: The red target means you'll execute the hunter in the most gruesome way possible.



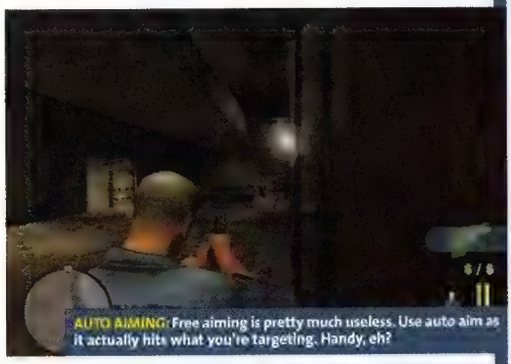
YELLOW: Try a yellow kill with the sickle – more painful than a Saturday on the bog after a curry.



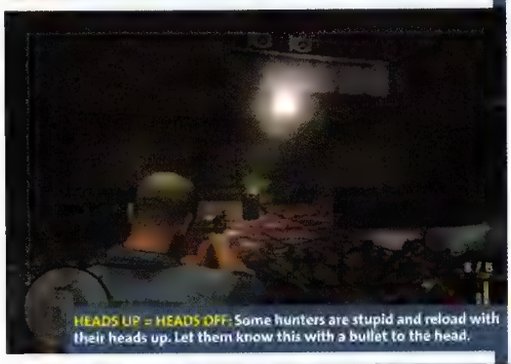
SAW: To kill with the chainsaw, lock on and hold in the normal way. The hunter won't hear you.

SHOOTING TIPS
SHOOT THAT LOAD

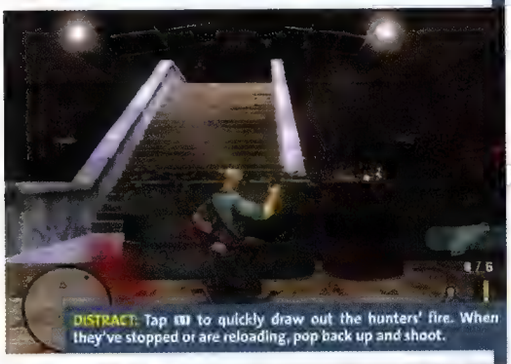
2 It's important to always use any available cover if there's more than one hunter. Use walls and low cover to duck behind, then – when the time is right – you can pop out of hiding and pummel them with bullets. You can also perform stealth kills by aiming with L1 and pushing up on the right analogue stick to blast away his head if the hunter is close enough. Always a rewarding experience...



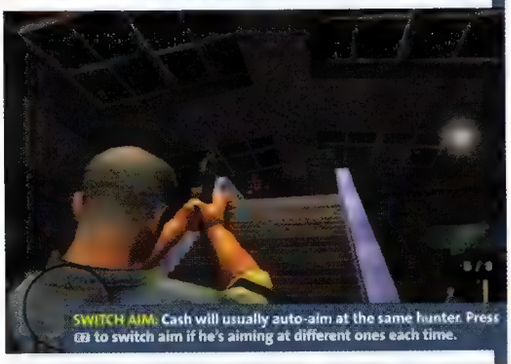
AUTO AIMING: Free aiming is pretty much useless. Use auto aim as it actually hits what you're targeting. Handy, eh?



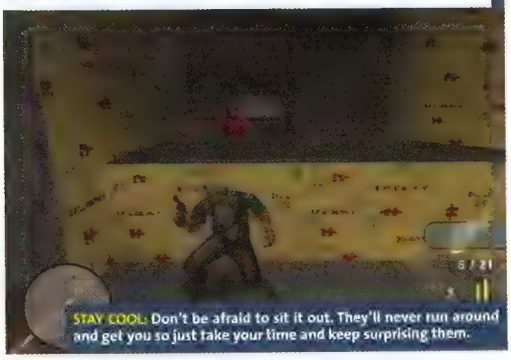
HEADS UP = HEADS OFF: Some hunters are stupid and reload with their heads up. Let them know this with a bullet to the head.



DISTRACT: Tap L1 to quickly draw out the hunters' fire. When they've stopped or are reloading, pop back up and shoot.



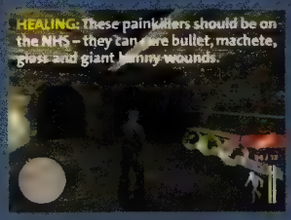
SWITCH AIM: Cash will usually auto-aim at the same hunter. Press R2 to switch aim if he's aiming at different ones each time.



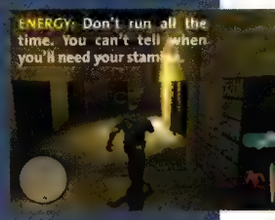
STAY COOL: Don't be afraid to sit it out. They'll never run around and get you so just take your time and keep surprising them.

3 SURVIVING TIPS
I WILL SURVIVE! (COME ON, IT HAD TO BE!)

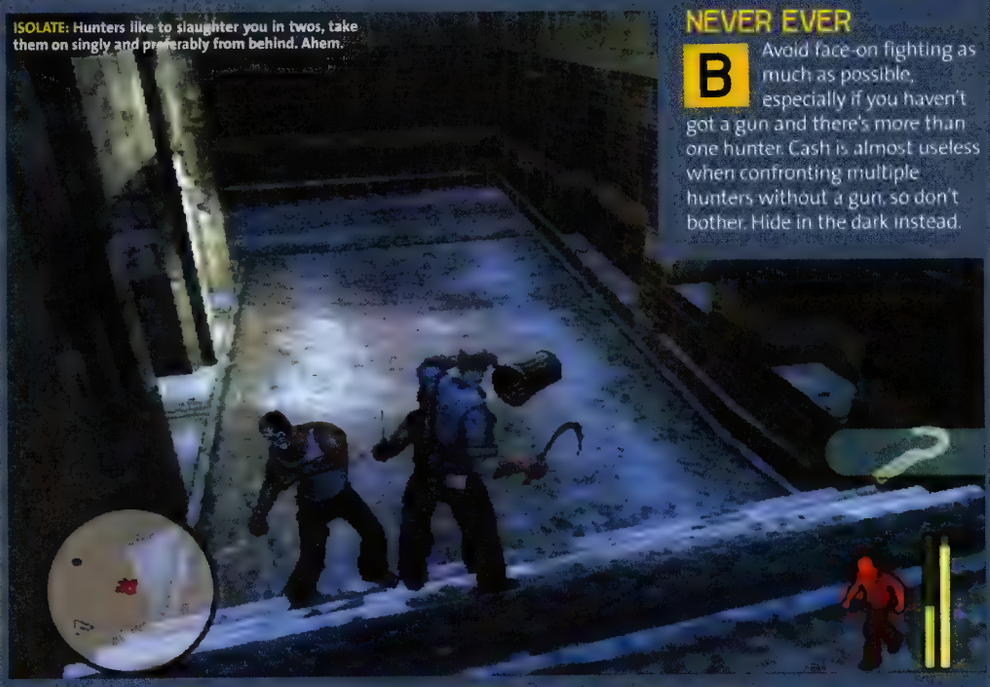
A The whole point of *Manhunt* is to survive (and shed a load of blood and guts), so make sure you only pick up painkillers when you need them. They fill up half your health, so remember where they are for when you dip below that level.



HEALING: These painkillers should be on the NHS – they can cure bullet, machete, glass and giant bunny wounds.



ENERGY: Don't run all the time. You can't tell when you'll need your stamina.



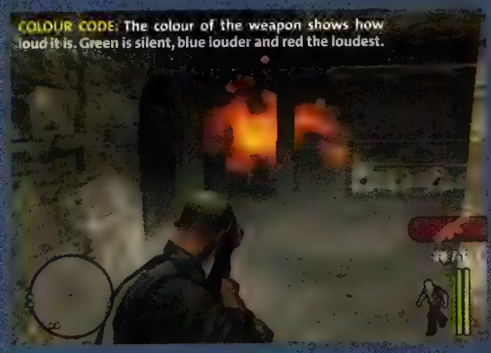
ISOLATE: Hunters like to slaughter you in twos, take them on singly and preferably from behind. Ahem.

NEVER EVER

B Avoid face-on fighting as much as possible, especially if you haven't got a gun and there's more than one hunter. Cash is almost useless when confronting multiple hunters without a gun, so don't bother. Hide in the dark instead.

OFF BY HEART

C Always be careful to watch where your enemies are, and not just on the radar. Look at where they might decide to go. Will they climb the stairs or go around the long way? Will they stop and look around, or keep right on walking. These things are very important in terms of planning when you're trying to hook in a maximum stealth kill from behind. Watch and think carefully.



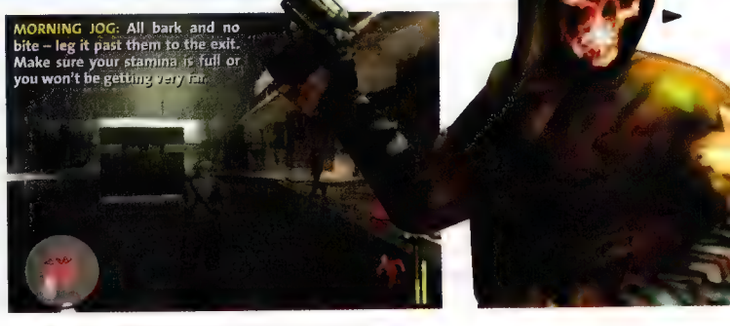
COLOUR CODE: The colour of the weapon shows how loud it is. Green is silent, blue louder and red the loudest.

I LOVE MY BRICK!

D Distracting hunters with a knock is useful, but getting them away from you is even better. Cash can throw bricks, bottles and severed head – fun for all the family. A head will distract hunters for longer, but it'll also spook them out. It's usually better to use the brick as it's reusable and they won't go schitzo.

SURPRISE ATTACKS
SURPRISE, SURPRISE!

4 Right, you've unlocked the gates, cleared away all hunters and grabbed all the weapons. You're safe! Nope. On "View of Innocence", "Strapped for Cash" and "Grounds for Assault" two hunters will leap out (and give you the fright of your life) right as you get to the final exit. Most of the time you can run right past them, but it always helps to be prepared.



MORNING JOG: All bark and no bite – leg it past them to the exit. Make sure your stamina is full or you won't be getting very far.

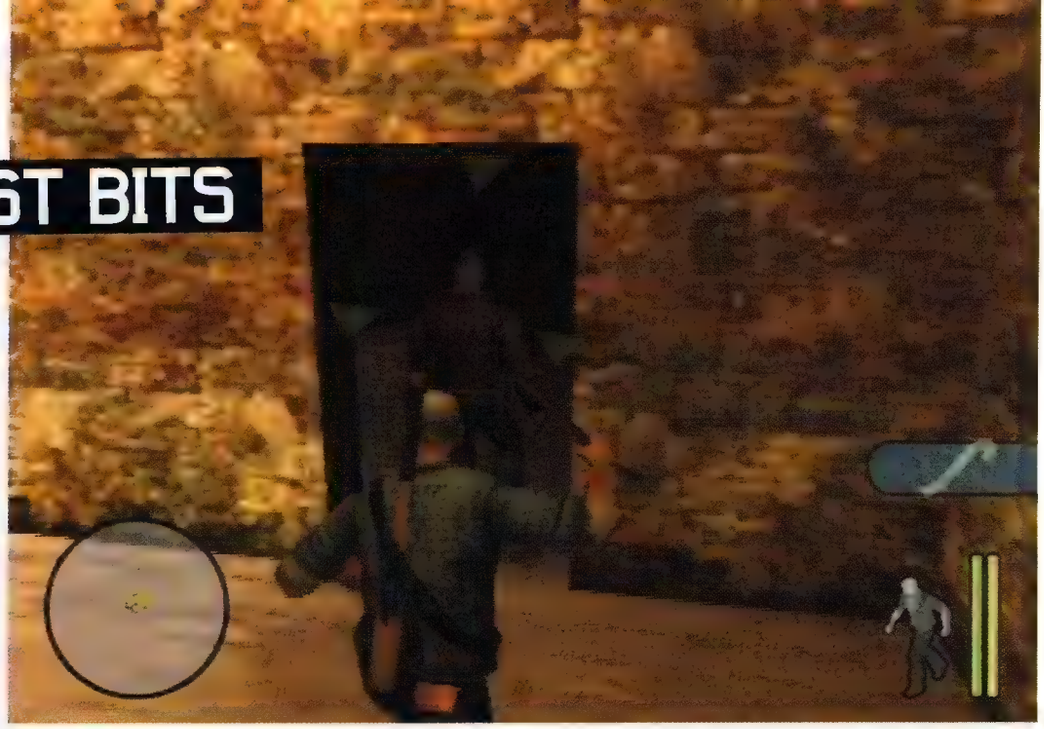
Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

5 THE HARDEST BITS

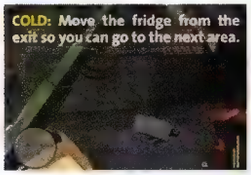
ROAD TO RUIN

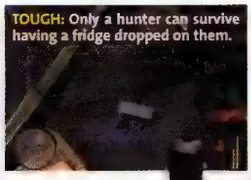
A This is a surprisingly difficult part of an early level. You should find a dark spot behind the hanging bodies in the room with the Save Point. Lure some hunters down where you are, but don't hit the corpses. When a hunter comes downstairs, follow him for a kill, but stop if he gets to the exit because there's a small amount of gravel there. It's difficult to see the gravel but the hunters will hear you crunching along on it and all hell will break loose. Take care...

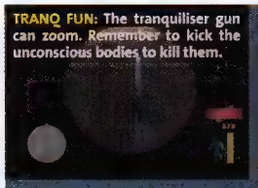


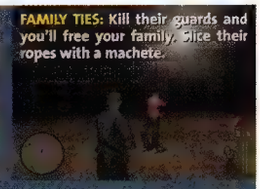
FUELLED BY HATE

B Getting the fuel to the crane is easy, but once you start up the engine the sound will attract a lot of hunters. It's difficult to control and you must move the fridge that blocks the entrance. Once you've done this get out of the crane and lure hunters the old fashioned way. The crane is slow and dropping a fridge on a hunter's head won't kill him straight away – they're double hard blokes.







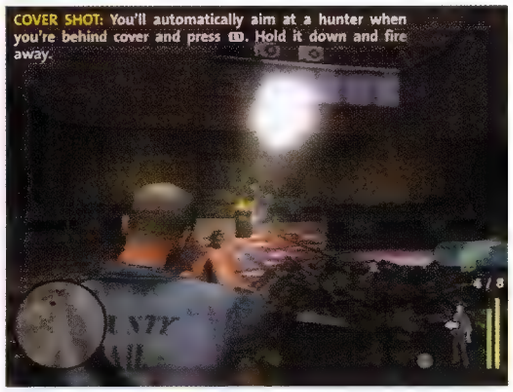


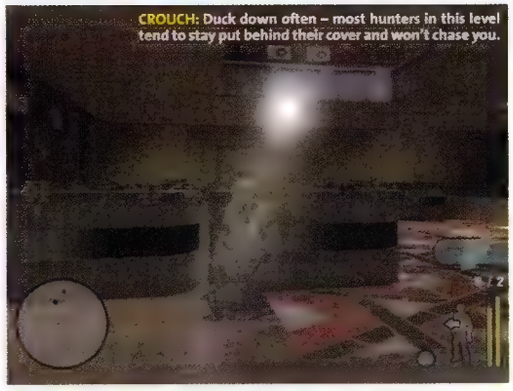
STRAPPED FOR CASH

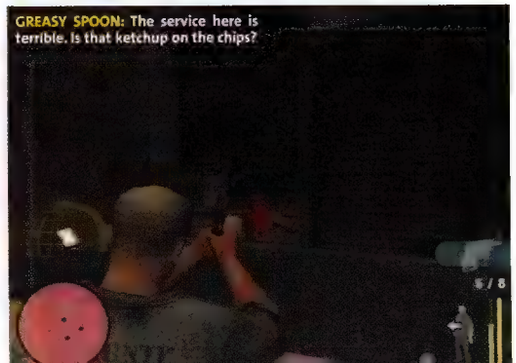
C If you want to get maximum stars for this level then you should save all your relations. Each of them has their own guard, so if you get spotted by other hunters your family members will be safe – only the guarding hunters can execute them. Cut all of your family loose with the machete. When the last is freed more hunters will appear, so find a shady spot.

VIEW OF INNOCENCE

D Once you get the principles of this level right, you're sorted. First head right and use the brick to break the glass and grab the gun. Use Ⓐ to duck behind a plant pot – don't worry, Cash will duck automatically. Tap L1 to pop up. You can shoot or play with the hunters by ducking back down and letting them shoot. If they're caught by surprise and you're close enough, you can blow their heads off . If not, keep an eye and ear on when they're re-loading and blast away.

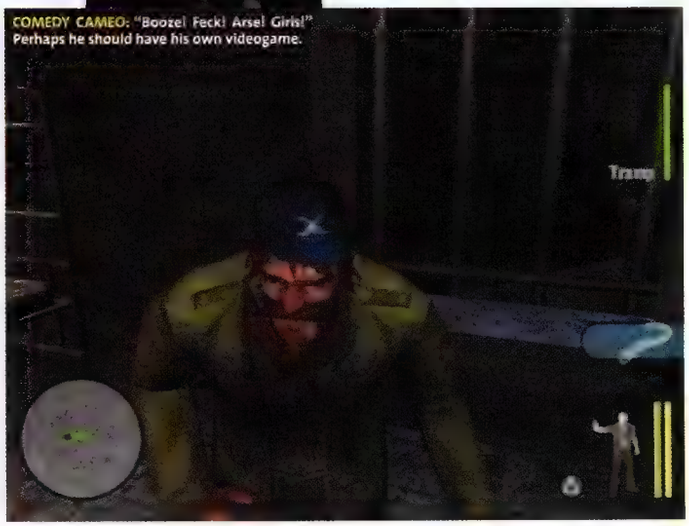






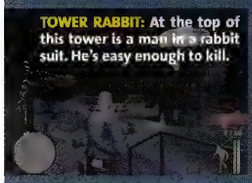
DRUNK DRIVING AND PRESS COVERAGE

E Holy hell – keep that ginger-bearded tramp away! He smells worse than one of the corpses you leave lying around! Leave him in a dark corner and clear the immediate area of all hunters up until the gate that you'll need him to open. However, in Press Coverage, with the journalist (don't worry, she's had a bath) you'll have to clear the area only up to a certain point. If you leave her too far away, she'll peg it after you whatever the danger. Make note of all the dark spots close to the hunters and plan your movements very carefully. Patience always pays.

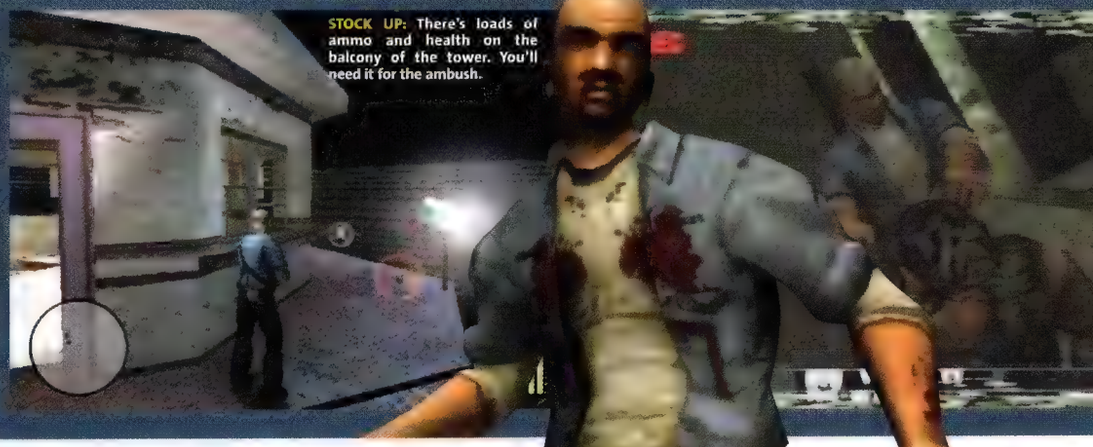


KILL THE RABBIT

There's a big bunny in a large tower. Take out the guards surrounding the tower and get up to the top. Kill his mate and shoot the bunny in the head. Now loads of hunters will turn up. They'll keep spawning and coming in the tower. Just peek out and get back in after the cut-scene to stop the spawning. Now take out all the rest and exit.

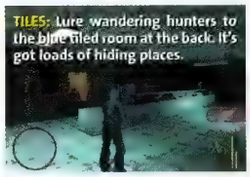

TOWER RABBIT: At the top of this tower is a man in a rabbit suit. He's easy enough to kill.

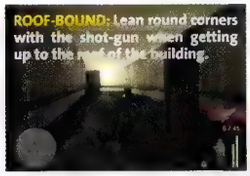
CREEPY: Marvel at the bunny's independently moving ears.

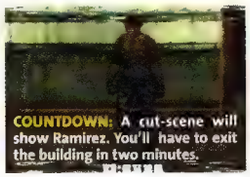

STOCK UP: There's loads of ammo and health on the balcony of the tower. You'll need it for the ambush.

DIVIDED THEY FALL

After eliminating the guards outside get inside the building. Be prepared for a big fire fight. Dispose of the hunters with the Shot-gun until Ramirez escapes. Don't worry about the countdown – he only calls in a sniper. Concentrate on eliminating all the guards in the building, but don't exit. Return to the attic room and sniper off Ramirez and his sidekick.


TILES: Lure wandering hunters to the blue tiled room at the back. It's got loads of hiding places.

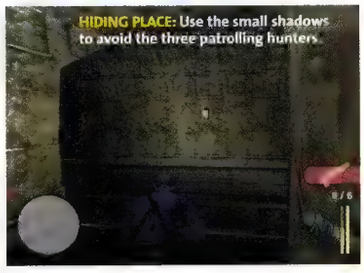

ROOF-BOUND: Lean round corners with the shot-gun when getting up to the roof of the building.

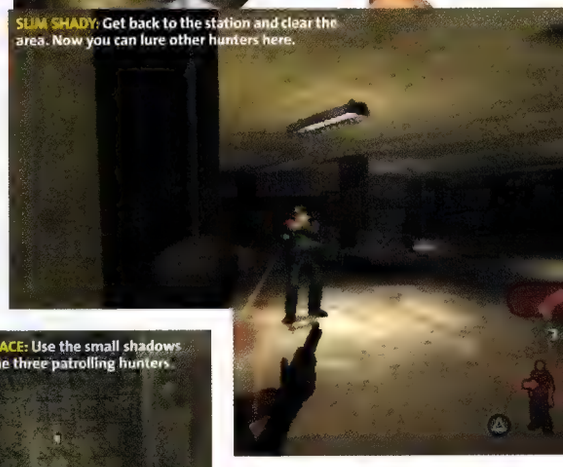

COUNTDOWN: A cut-scene will show Ramirez. You'll have to exit the building in two minutes.

WRONG SIDE OF THE TRACKS

This is without a doubt one of the most difficult levels in the entire game because the guards are constantly on alert. Take out the guys in the main station area first and leg it quick smart outside to get to the save point in the left-most tunnel. Get back to the archway shadow slightly further up on the left and let the patrols pass while you hide in the safety of the darkness. Walk past them and then back into the station. From here you can go up the steps and lure all hunters here for easy kills. As usual, one person at a time is the only way to dispose of the hunters without risk.

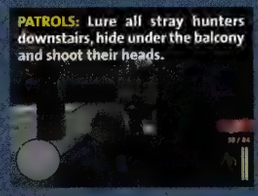
TUBE TERROR: Let the patrols pass and head across to the left tunnel to the Save Point.

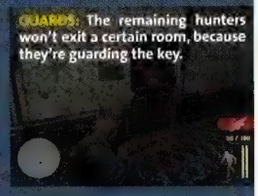

HIDING PLACE: Use the small shadows to avoid the three patrolling hunters.

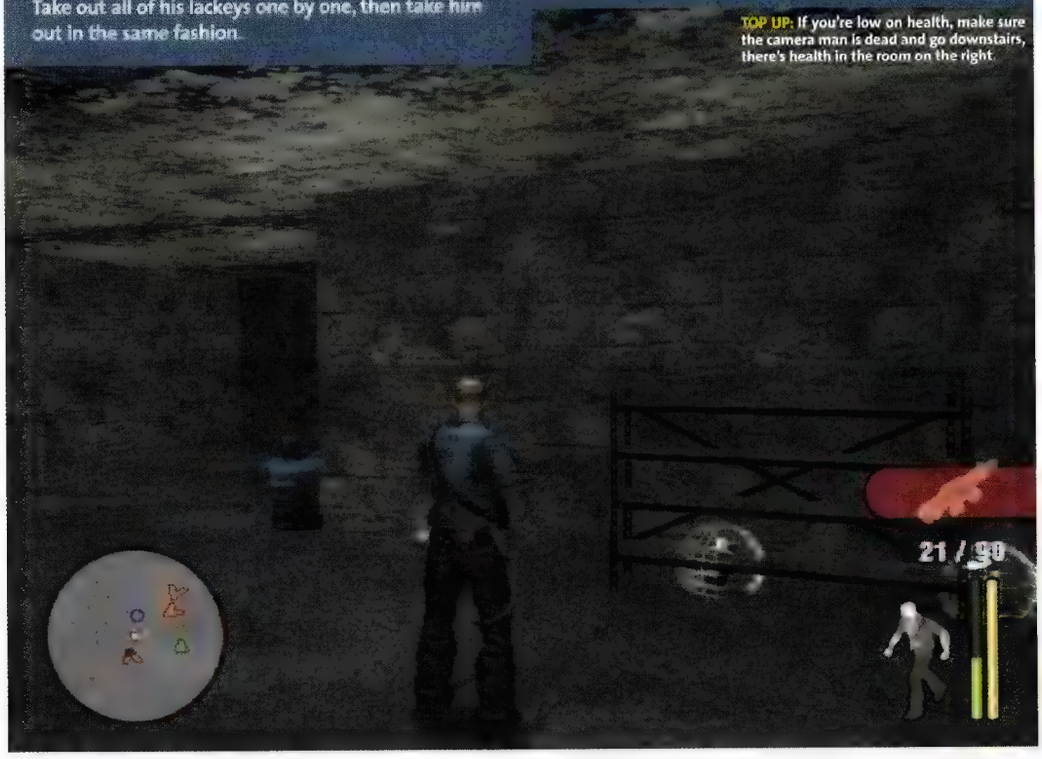

SLIM SHADY: Get back to the station and clear the area. Now you can lure other hunters here.

KEY PERSONNEL

To kill the hunter with the lift key takes some doing as he's too stupid to turn the door handle. Take out all stray hunters first and get upstairs to wait just outside the room he's in. He won't exit the room, so you'll have to shoot the handle to open it and fire on a hunter from one side. Take out all of his lackeys one by one, then take him out in the same fashion.


PATROLS: Lure all stray hunters downstairs, hide under the balcony and shoot their heads.

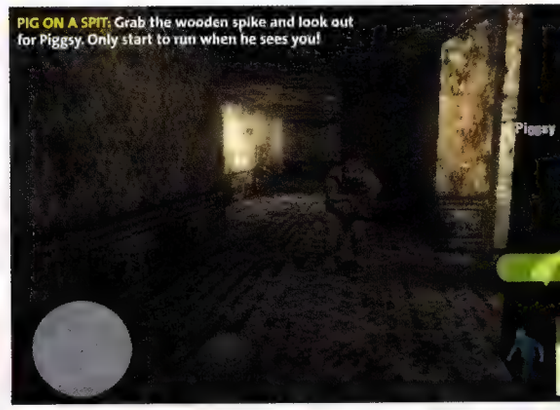

GUARDS: The remaining hunters won't exit a certain room, because they're guarding the key.



TOP UP: If you're low on health, make sure the camera man is dead and go downstairs, there's health in the room on the right.

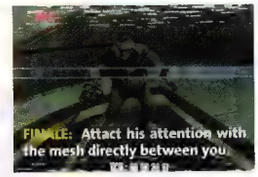
DELIVERANCE

Piggsy will only appear on your radar when he's been alerted to your presence. If he's walking he'll be invisible, so peeking round corners is a crucial tactic. There are two glass shards and a wooden spike to stick into Piggsy's flabby, repulsive body .There's one on the left, but don't get that first or you'll alert the bacon man. It's best to get the wooden spike from the small room first. Once you've rammed all three into the pork, he'll escape upstairs. Follow him carefully and throw a brick down the next slope. He'll run up the metal stairs. Lure him over the grated floor, he'll run away, so do it again and he's down for the count! Time to get out the carving knife...



PIG ON A SPIT: Grab the wooden spike and look out for Piggsy. Only start to run when he sees you!

WEAR HIM DOWN: Once you've hit him three times grab a brick and chuck it. He'll run up the stairs.


FINALE: Attact his attention with the mesh directly between you.

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Next I

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

Gran Turismo 4!
We take on the pre-release Japanese game and leave no car and no track unmauled. PSM2 have got the lot!

R: Racing Evolution!
Read the first review of Namco's *GT*-busting super-sequel. Which is best? Only PSM2 delivers the final verdict.

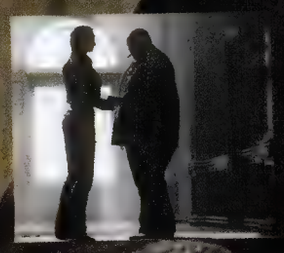
Final Fantasy 12!
Everything you ever wanted to know about Vaan and Ashe – plus the amazing history of the '*Fantasy*. Only in PSM2!

You want more?!
We've got the latest **Killzone**, there's more on **MGS3**, and a hands-on report on **Rainbow Six 3**. PLUS a secret so hot we may just have to kill you...

WE'VE PLAYED IT!

DRIVER 3

Other mags just bring you a few screenshots... Not PSM². We've got the game and we'll be playing it's ass clean off. Oh yeah.



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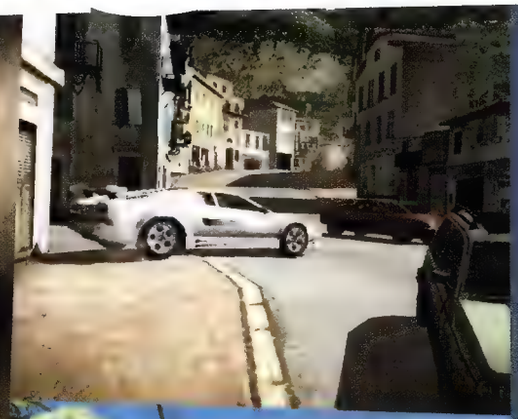

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SUGGESTION 1

"Why not set Metal Gear Solid 3 in a well-known warzone, like Vietnam?"
Terry Wankle, Cornwall

"Hmm, yes, interesting. But you must know that I do what everyone least expects... Your Vietnam idea is interesting. So I have decided that MGS3 will be set mainly in the kitchen of the Rajpoot curry house on Burnley High Street. Later on, mind, the action will move to Center Parcs, hence the jungle-type levels."

SUGGESTION 2

"Hey Koj, how about a *whole army* of giant Metal Gear robots invading a the world under the control of a new, fourth Brother, Gaseous!"
Jonathan Folderol, Surbiton

"Giant robots y'see... What a great... No, no, I can't have that. I'm afraid that there will now be no giant robots in MGS3. At all. Rather an army of clockwork joke dentures. Under the command of... Steve Penk the popular TV and radio prankster. Happy now?!"

SUGGESTION 3

"How about less cut-scenes? I mean, I like to see a well-told story, but as this is a game, I'd like to do some actual playing once in a while..."
Gunther Gundersson, Norway

*"Hmm, *less* cut-scene's y'say. An interesting premise but... Gah! What you fail to understand, puny human, is that only by *showing* you crucial events can the subtexts of the game be more prominently referenced! Hence there is a sub-mission in MGS3 where you activate a projector and have to watch four consecutive episodes of 'Elimidate' – FOR NO REASON AT ALL! Ha!"*

SUGGESTION 4

"For the love of God and all that's good and sane please can you let us be Snake *all the way through* or we'll melt your eyes with your own oversized Diedre Rashied glasses. And then eat you."
Bilbo Hornswaggle, Rock Ridge

"But only by confounding your expectations I can surprise you. So, thanks to your comment you WILL now be playing as Raiden. Big Boss is Raiden. Mei Ling is Raiden. Revolver Ocelot? Raiden – with an eye patch. Everyone is Raiden. Ha ha! Do you see what I've done? Do you doubt my power! No... wait... Is this some kind of Metal Gear style double cross? Are you trying to get me to put Raiden in? Or take him out? Damn you all to hell! That's it. I'm off to do another light sensitive GBA game!"

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A = 0 1

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Ace Combat: Distant Thund.
Activision Anthology
Aero Elite: Comb. Academy
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson PManager'02
Alex Ferguson's P. Manager
Aliens vs Predator:Extinction
All Star Baseball 2002
All-Star Pro. Wrestling 2
Alone in the Dark 4
Alter Echo
American Pro Trucker
Amplitude
Angel of Darkness
Ape Escape 2
Arc the Lad:Twilight of Spirit
Armageddon, MDK2
Armoured Core 2
Armoured Core 3
Army Men RTS
Army Men: Air Attack 2
Atlantis 3: New World
ATV Off-Road Fury 2
ATV Quad Racing 2
Auto Modellista

B = 0 2

Backyard Basketball
Backyard Wrestling
Baldur's Gate: Dark Alliance
Bass Strike
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Big Mutha Truckers
BIG NBA Street
BIG SSX Snowboarding
BIG SSX Tricky
Black and Bruised
Blade 2
BloodRayne
BMX XXX
Bombad Racing
Bond 007: Agent Under Fire
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Britney's Dance Beat
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact

C = 0 3

Casper: Spirit Dimensions
Castlevania: L.of Innocence
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Chaos Legion
Checkmate
Chris Edwards' Aggressive I.
Circus Maximus
Citizen Kabuto, Giants
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Contra: Shattered Soldier
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Bump's: K's Car Battle
Crazy Taxi
Cricket 2002
Crush Hour, WWE
Cyprien's Chronicles

D = 0 4

Dakar 2
Dancing Stage Megamix
Dark Alliance
Dark Angel, J. Cameron's
Dark Cloud 2
Dark Legacy
Dave Mirra Freestyle BMX 2
David Beckham Soccer
DDRMAX: Dance D. Revol.6
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Dino Stalker
Disaster Report
Disney Golf
Disney's Extreme Skate Adv.
Disney's Kingdom Hearts
Distant Thunder
Dot Hack
Downforce
Downhill Domination
Dr. Muto
Dragon Ball Z: Budokai 2
Dragonball Z: Budokai
Draken: Ancient Gates
Dredd vs Death
Driver 3*
Drome Racers
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5

Ecco the Dolphin
Eden, Project
Eggo Mania
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S, Driving
Emperor's Tomb
End Game
Enter the Matrix
Episode 1: Star Fighter
Escape from Monkey Island
ESPN Int. Winter Sports '02
ESPN Inter. Track & Field
ESPN NFL Football
Everblue 2
Evergrace
Everquest Online Adventure
Evil Dead: Fist. of Boomstick
Evil Twin
Evolution Skateboarding
Evolution Snocross
Extermination
Extreme G Racing Associat.
Extreme G3
Extreme Racer
Eye Toy: Play

F = 0 6

F1 2002
Fatal Frame
Fellowship of the Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Fury
Final Escape, SOS
Final Fantasy 10
Finding Nemo
Fire Blade
Fire Warrior
Fisherman's Challenge
Forever Kingdom
Formula 1 2001
Formula 1 2002
Four by Four Evolution
Freaky Flyers
Freedom Fighters
Freekstyle
Freestyle BMX 2
Freestyle Metal X
Frontline, Medal of Honor
Futurama

G = 0 7

GI Jockey
Galerians: Ash
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Gradius 3 & 4
Gran Turismo 3
Gran Turismo Concept
Grand Prix Challenge
Grand Theft Auto 3
Grand Theft Auto: V. City
Grandia 2
Grandia Xtreme
Gravity Games
Great Escape
Green Rogue
GTA 3
GTA: Vice City
GTC Africa
Guilty Gear X2
Gumball 3000
Gundam: Journey to Jaburo
Gungrave

H = 0 8

Hack (Dot)
Harry Potter & Ch.of Secrets
Haunted Mansion
Haven: Call of the King
Headhunter
Herdy Gerdy
Here Comes The Pain
High Heat Baseball 2002
High Heat Baseball 2003
Hitman 2: Silent Assassin
Hoodlum Havoc
Hot Shots Golf 3
Hot Wheels: Velocity X
HSX: Hypersonic Xtreme
Hulk
Hunter: Reckoning Wayward

I = 0 9

In Cold Blood
Incredible Hulk
Indiana Jones: Emp.'s Tomb
Indycar Series
Inter. Superstar Soccer 2
Inter. Superstar Soccer 3
Inter. Winter Sports 2002
International Track & Field
ISS Pro Evolution
Italian Job: L.A. Heist*

J = 1 0

Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Cameron Dark Angel
Jedi Star Fighter
Jekyll & Hyde
Johnny Moseley Mad Trix
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis

K = 1 1

Karaoke Revolution
Kelly Slater's Pro Surfer
Kengo: Master of Bushido
Kessen 2
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knockout Kings 2002

L = 1 2

Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lego Drome Racers
Lethal Skies 2
LMA Manager 2003
Loony Tunes Space Race
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lotus Challenge

M = 1 3

Mace Griffin: Bounty Hunter
Madden NFL 2002
Madden NFL 2003
Madden NFL 2004
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Maximo
McGrath's Supercross World
Medal of Honor Frontline
Medal of Honor: R. Sun
Men In Black 2 Alien Escape
Mercedes Benz Racing
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Millionaire
Minority Report
MLB 2004
Monkey Island, Escape from
Monster Jam Max. Destruct.
Mortal Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
Mr Golf
MTV's Celebrity Deathmatch
Mummy Returns
Music 3000
MVP Baseball 2003
MX 2002
MX Rider
MX Superfly
Mystic Heroes

N = 1 4

Naval Ops:Warship Gunner
NBA 2K3
NBA Jam 2004
NBA Live 2003
NBA Street Volume 2
NBA Tonight 2002
Need for Speed Undergr.
Need for Speed: H.Pursuit 2
NFL 2004
NFL Gameday 2004
NHL 2004
Nightfire
No One Lives Forever

O = 1 5

Oni
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Operation Winback

P = 1 6

Pac-Man World 2
Penny Racers
Pitfall Harry
Player Manager 2001
Player Manager 2002
Premier Manager 2002
Pride Fighting Champion.
Primal
Prince of Persia S.of Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Eden
Project Zero

Q = 1 7

Q-Ball: Billiards Master
Quack Attack

R = 1 8

Racer Revenge
Raging Breath
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Real Pool
Real Robot Regiment
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Return of the King
Return to Castle Wolfenstein
Revolution, Quake 3
Ricky Carmichael's MX 2002
Riding Spirits
Rise of the Akkadian
Road Rage
Roadkill
Robot Wars
Robotech: Battlecry
Rocket Power Beach Bandits
Rocky
Rogue Ops
Rom. of Three Kingdoms 7
Rom. of Three Kingdoms 8
RTS, Army Men
RTX Red Rock
R-Type Final
Rugby 2004
Run Like Hell
Rune: Viking Warlord
Rygar Legendary Adventure

S = 1 9

Scooby Doo: Night of 100 F
Scorpion King
Seek and Destroy
Seven Blades
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Shox
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Smugglers Run 2
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Stuntman
Sum of All Fears
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Summoner 2
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Super Farm
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Superman: Sh. of Apokolips
Syberia

T = 2 0

Tak and the Power of Juju
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Time Splitters 2
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Turok, Evolution
Twin Calibre
Twisted Metal Black
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U = 2 1

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US Navy Seals, SOCOM

V = 2 2

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Virtua Tennis 2
V-Rally 3

W = 2 3

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X = 2 4

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Y = 2 5

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Z = 2 6

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18

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